

## Peer review

I asked for two students for peer review.

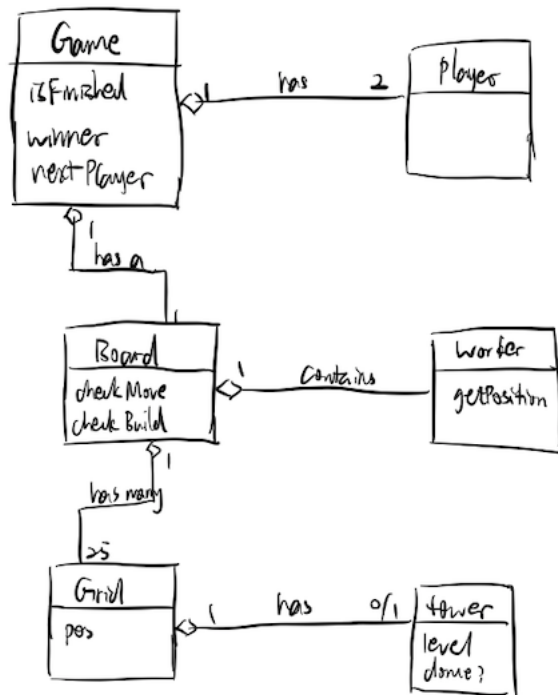
### (1) The names of the students I worked with:

Xupeng Shi, Yuxuan Liu

### (2) initial versions before feedback:

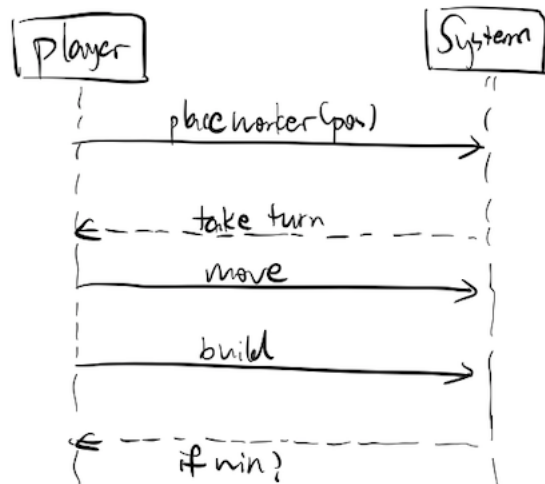
Domain Model:

Domain Model:



System sequence diagram (see next page):

System Sequence Diagram:



### (3) Peers' feedback and my opinions

#### Xupeng Shi's feedback:

Domain model: it's a good model and much detailed than me. One suggestion:

- Domain model maybe include too much details, which is not in this level, like "checkMove". Those detailed behavior or method can be included in other models.

System Sequence Diagram: it's a clear model. two suggestions

- isWin method should check after every move action. (The same problem with me)
- Maybe some more actions with more details can be added. Like after the players give a action, like move or build, the system can give some feedback to the player.

#### Yuxuan Liu's feedback:

Domain model: From my point of view, your whole structure is clear and reasonable, but there are several aspects that I think you could revise to improve your model:

1. You can put an association between player and worker, because in the real game, players directly select one of their workers to move and build, you can reflect this relationship in your model.
2. I think there is no need to have a "tower" concept, you can just define "level" field in the grid to indicate the number of blocks and domes a grid has.
3. I think you can define a field called "occupied" in a grid to indicate whether a grid has been occupied so that a worker can decide if it can move to that grid.
4. Another thing I want to know is that should we have method definition in domain model?

*System Sequence Diagram:*

1. *I think you may lack the step to initialize the game, for example, initialize board and players.*
2. *ifwin should be checked after each move, but not after each build(similar to my problem)*
3. *"take turn" can be illustrated as loop in a box? (like the example below in recitation?)*

**My modifications/opinions about the feedback:**

**Comments I've accepted (and changed my design accordingly):**

*For Domain Models*

- Add association between Player and Worker (Clearly there should be a association, I forgot to draw the line in my initial design)
- Remove the Tower concept (Because tower can be represented as a int of levels easily in the Grid, so there's really no need to treat it as a separate concept)
- Remove the "method" in the Doman model (such as checkMove, checkBuild, etc.) (As example shown in class, these should not be included in the domain model, so I removed them as the final version)

*For System Sequence Diagram:*

- Put the "move" and "build" in a "box" to indicate a loop (because these operations do happen more than 1 time)
- Add checkMove and checkBuild accordingly to make the diagram more detailed (this seems to be an important operation and should be specified here)
- check the "ifWin" after move instead of after build (because by moving along is sufficient to determine if a player has won, and if she/he does win, there's no need to build)

**Comments I did not accept:**

I accept most comments because they are mostly reasonable. I did not accept the comment *"can define a field called 'occupied' in a grid to indicate whether a gird has been occupied"* because I think there's no need to do that. That can be done by checking the worker's position directly. Also, since my design does not have an association for Grid and Workers (Workers are associated with the Board directly), doing so would increase coupling. So I did not take this opnion .