⚠ Si eres estudiante de grado o máster universitario oficial, puedes realizar tu evaluación del profesorado de las asignaturas que cursas en la herramienta "Evaluación Profesorado", dentro de cada asignatura en PoliformaT ✖

Interfaces persona computador GII 📄 Tareas

Tareas

Group 2E. Lab. Deliverable 1. - Corregida

Título Group 2E. Lab. Deliverable 1.
Estudiante Joan Matarredona Coloma (23906200)
Fecha de envío 30-abr-2021 22:25
Calificación 10,00 (máx 10,00)

Instrucciones

Attach the zip file of your project. In the text area of the task, fill in the name of the team members which made the submission. Also, add any consideration I need to know. Please, only one submission by team.

Recursos adicionales para la tarea

> No hay adjuntos todavía

Texto de envío original con los comentarios del profesor, si aplica

My teammate is Jorge Jimenez Garcia, we are the group 7.

Adjuntos enviados

- 📄 connect4_group7_final_version.zip (6 MB; 30-abr-2021 22:24)

Comentarios adicionales del profesor

Consider using only one button for login and logout. Only one of them is available in each moment, so it has sense. You only need to control the status with a Boolean variable or using the text of the button.

Nice user experience. Good job.

LOGIN

Perfect .

LOGOUT

Perfect.

REMEMBER PASS

Email field must be longer than username field.

Check also the format of the data in the second deliverable (the email field value follows the rules of an email)

An improvement: allow the user to see the content of the email while enter it. You can get it modifying the default modality of the dialog, as it was explained in the practice about dialogs.

PLAY AGAINS MACHINE

//Increase 1 point because there is just one player against the AI

playerArray[1].plusPoints(1);

You must take the points from the library: playerArray[1]..plusPoints(connect4.getPointsAlone());

I miss a stop game button.

PLAY AGAINST PLAYER

I miss a stop game button.

Login					1,5	Logout					0,5	R
Funcionality	Structure & design	Consistency	Affordance & visibility	Tolerancia y feedback	Subtotal	Funcionality	Structure & design	Consistency	Affordance & visibility	Tolerancia y feedback	Subtotal	Funcionality
10%	30%	10%	10%	40%		20%	0%	0%	20%	60%		20%
1	1	1	1	1	1,5	1			1	1	0,5	1

Volver a la lista

- PoliformaT
- UPV

- Powered by Sakai
- Copyright 2003-2021 The Sakai Foundation. All rights reserved. Portions of Sakai are copyrighted by other parties as described in the Acknowledgments screen.