

# Jack Blacks / Blackjack

## Implementation Feedback

- Overall, a very promising requirements document!
- Make sure to define how the connection process works, as at the moment your User Interface section contradicts your Scenario section. We suggest using the simpler solution from the Scenario section, as you don't need to manage several games by their names. The simpler approach is also the approach used by the example project.

## Product Functions 1/1

- Good, includes all important facts.

## User Classes and Characteristics 1/1

- Good

## Operating Environment 1/1

- Good

## User Interface 1.75/2

- Good, most parts are described, and components are clear.
- The last sentence "If a player loses..." doesn't convey what exactly changes in the UI.
- (-0.25) It's not clear how a game is started. Is it automatic when there's "enough" players? Or does someone have a "start game" button? Based on the rest of the document, there should be some button for the host to start the game.

## Communications Interfaces 1/1

- Good.
- It's TCP/IP (not TPC/IP).

## Functional Requirements 5.75/6

- Good, the requirements are relevant for the system, clear, with the necessary amount of detail.
- **FREQ-3:** It's not clear how the game starts. Does someone have a "start game" button?

- (-0.25) REQ-7 & 9: both requirements cover very similar functions, which prevents clear distinction between the requirements and can cause confusion. For instance, is only the move “hit” limited?
- REQ-11: Who is “they” in the third sentence? The dealer or “all players”?

## Use-case Diagram 1/1

- Good.
- Should “insurance bet” also be an action?

## Scenarios 3.25/4

- Good, the scenarios cover a broad range of the functional requirements.
- (-0.25) SCN-1: The activation action is the initial trigger of the series of events. Clicking the “start game” button is not the first event.
- (-0.5) SCN-1: This description of the connection process does not match how the connection process is described in the user interface section.
- SCN-2: Basic flow contains more events than the description. The description should include all events, while the basic flow just explains the chronology of the events.
- SCN-4: This could be split into two scenarios: John’s turn and the other’s turn.

## Nonfunctional Requirements 2/2

- Good.
- NFREQ-5: How exactly do you want to measure that?

## Points

19 - 1.25 = **17.75** ⇒ **Grade: 5.75**