CPSC 3620 Peer Feedback Form

Instructions:

Please rate each project on a scale of 1 to 5, where:

1 = Poor

2 = Fair

3 = Average

4 = Good

5 = Excellent

Provide constructive feedback on what you liked the most and areas for improvement.

Team Number	Team Members	Project Title	Date	Time	Grade (1-5)	What You Liked Most	What Can Be Improved?
1		Blood Donation Management System	March 25th	6:15 pm	4.5	I liked the concept the most. A blood donation management system sounds like a good use of technology to me.	There were minor errors in sending requests during the live demonstration so that could be fixed. But overall was very well done.
2	Renee	Q-learning Snake	March 25th	6:30 pm	4.5	I thought the use of Q-learning to understand machine learning was an interesting idea. It was cool to see how much the snake improved over the 2000 episodes.	She broke down the algorithm and explained it well, but I had a hard time understanding it. I think this is more a me problem as I don't have any experience with machine learning.
3	Areeb, Bobby, Cameron	Banking System	March 25th	6:45pm	4	I found the use of the Huffman algorithm interesting for encoding and decoding transactions.	I would recommend breaking their program up into modules so that it is easier to understand than a large monolithic file.

4	Tommy, Isaac, Siem	Library management system	March 25th	7:15 pm		They implemented a greedy algorithm to give students with priority a higher likelihood of receiving a book. I'm not sure why students would have priority, but it worked for demonstrating their algorithm.	The system could be improved by adding more functionality to the library management system to cover other scenarios like two students with the same priority checking out a book at the same time.
5	Theodore Bui	Schedule builder	March 25th	7:30pm	5	Greedy algorithm and DFS backtracking. Was complex to understand how the schedules were created but he did a good job.	Adding in functionality to change the start times of classes would be good.
6	Justina Eshiet	SlitherQuest	March 25th	7:45 pm	4	Using the linked list to add segments to the snake was interesting.	Practice presenting so that she might be a bit less nervous.
7	Adrian Todd	Watchlist Wizard	April 1st	6:15pm			
8	Karm, Navdeep, Kushagra	Course Scheduler	April 1st	6:30pm	5		Adding ability to account for electives with pre-requisites.

9	Amy, Ryan, Parker	Banking System	March 28th (in DB class)	7:00 pm			
10	Owen Rose	Password cracker	April 1st	6:00pm	5	Really interesting that he was able to find and use a common password list to very efficiently try a lot of common passwords.	Shorten presentation so everyone has a chance to present.
11	Johnson Giang, Navkirat Puri, Anders	Maze solving	April 1	6:45pm	5	Really cool 3D visualizations of the shortest path using several different algorithms.	Adding in the ability to use standardized instead of random data to see how well each algorithm performs against one another.
12	Connor deHaas	Snake	April 1st	7:00pm	5	Great implementation of snake using the linked list. I thought it was cool to be able to render the game in a terminal.	

13	Javaria Khan	Medical Clinic System	April 1st	7:15pm	5	Great idea to build a medical clinic application. Cool to see the use of the hash map for appointment bookings /availability.	
14	John Nisperos, Dorgee Lama	Flight Route Planner	April 1st	7:30pm	5	Great explanation of Dijkstra's algorithm. Cool to show a real world use of weighted graphs.	As they mentioned making their code more modular would be useful.
15	Vergil, Ryan Back, Jiwon, Chloe Lee	Wedding Planning and Invitation System	April 1st	8:00 pm	5	Great job using the Gale Shapely algorithm.	Implementing a GUI would be a nice addition.
16	Kevin, Roubeen	Snake game	April 1st	8:30 pm	5	Cool integration of Greedy algorithm and linked list to have an autopilot mode for the snake game.	
17	Arash Zaker Nezhad	Bookstore Management system	April 1	8:15 PM	5	Great job with the implementation of the management system and very interesting recommendation system.	A Gui would be a good addition.

Top 3 Teams : 10, 13, 17
Additional Comments:
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Not sure which group this was but they did a great job

Rating 5	They did a great job implementing the Huffman algorithm.	Implementing a UI would be a good improvement to make it more user friendly.