

Review of studyBuddy:

Overall the foundation is solid, the code is organized and the idea is there but ultimately what's holding the project back is the inconsistencies between the two halves of the project. You can tell that someone had one idea and someone had a different way of doing the same idea, it's resolved now but some of the files look like mashups for example in some of their files they use ESM where whiteboard was implemented and in others they use CJS where the schedule was made and so it's just those inconsistencies that make the code unclear at times but other than that the organization and execution is good.

From StudyBuddy:

The front end is structured very well and easy to understand, the modularity is good BUT there are improvements to be made: the style is inconsistent between inline and stylesheet and it results in each html file being over 700 lines long when a styles.css could be used for all styles. Additionally the commonLogic is good the modules are useful but there could be more. Overall though frontend is very well organized.

The backend is also well organized however at 1200+ lines of code it can really benefit from the modularization the front end got. The sockets are well thought out and coded but again could be separated out into modules. Overall the GameHub project is well organized and did good in achieving its goal for modular organization.

