Summary of Feedback (36)

Sean Spink, Evan Amaya, James Trotter, Alex Smith

Overall feedback:

The general feedback we received was very positive. Pretty much everyone was able to build and run our application given the README contents and ease of use for a mobile application. We got great remarks in terms of the legibility and flow of our code. This was in part due to how Flutter/Dart structured themselves to allow for blocks of code to be recognizable even to a person who has no experience with the languages.Lastly, there were some who saw the intermittent tests scattered across our project and others that did not which resulted in overall feedback of not having much testing.

Summary of constructive feedback:

1.There was an absence of unit tests that covered the entire project.

2. PDF_builder is a little messy.

3.Flutter not being the best tool to accomplish the implementation of the application.

Addressing feedback:

1. Originally the tests we did for functionality were typically just user tests directly invoking those functions through the simulated application running. There were also unmarked tests throughout the code during the development. Since the code review we have implemented functionality testing for the entire workflow of the application. These tests can be found in blamo/test_driver/blamo_test.dart.

2.The PDF_Builder was at a previous iteration at the time of the code review. The pdf feature was iterated on until the end of our project due to tweaking the output according to the needs and desires of our client. Our final build for the code freeze has the finishing touches on the pdf output and the included files are all updated to be much improved for clarity, implementation, and readability.

3. We completely agree with this feedback. Our initial understanding of how we wanted to approach the implementation while excelling at providing the requirements our client wanted was overzealous. We underestimated the difficulties that are apparent when working with extremely new technology on top of the fact of how we are all first time mobile developers. In a perfect world we would have an ambiguous code base that can be used on both Android and

iOS platforms but with the functionality and processing we put into our application it was ultimately unavoidable that we had to create Android specific code.Unfortunately, we sunk too much time into the project to switch and didn't consider fully switching until it was too late. All of us have learned important project development lessons.