

Jonathon Hull

<i>Category</i>	<i>Reviewers Comment</i>	<i>Action taken</i>
Build	Unable to build due to lack of hardware	N/A
Legibility	Large unused white space inside a function , appDelegate.swift Good comment blocks	N/A
Implementation	No	N/A
Maintainability	No tests	No unit tests are needed, only manual tests as specified by Vishnu. Main functionality (AR measurement) can't be unit tested
Requirements	Yes	N/A
Other	n/a	N/A

Zhidong Zhang

<i>Category</i>	<i>Reviewers Comment</i>	<i>Action taken</i>
Build	Sure, it can clone from Git and build	N/A
Legibility	Yes, it saw well on their code for variable name and code style.	N/A
Implementation	It is cleaner to read the code.	N/A
Maintainability	No, it doesn't have unit test. But it has user test. Yes, they	No unit tests are needed, only manual tests as

	are readable.	specified by Vishnu. Main functionality (AR measurement) can't be unit tested
Requirements	Yes	N/A
Other	Look pretty cool. I think it's good right now.	N/A

Ulises Zaragoza

<i>Category</i>	<i>Reviewers Comment</i>	<i>Action taken</i>
Build	Yes, I was able to clone and build the GitHub repo using the given README file. It required some xCode and OS updates, but I was successful after updating.	N/A
Legibility	Methods and variable names easy to follow and understand. They are descriptive of what they seek to accomplish. The code is slightly confusing to follow, but mainly because of my unfamiliarity with swift/iOS projects. Other than that, everything looks good.	N/A
Implementation	I am not directly aware if there exists shorter/easier/faster equivalent code for this project. I think the existent code fully accomplishes the necessary project components. There are useful class abstractions, as present through the viewController classes and their extensions.	N/A

Maintainability	No automated unit tests present. I think it may be fine without them, as I believe it is appropriate to simply manually test the project and its components, which the group stated they did indeed accomplish. One of the components the group stated they tested is the measurement functionality in the camera, which I thought is an important and interesting case.	Camera measurement functionality is measured manually
Requirements	It does seem that for the most part, this group was able to accomplish the requirements sought out by their req. document. The project indeed can measure baby's height, and accomplishes the measurements in less than 10 seconds, as specified in the requirements. Overall, the check marks are met and the code fulfills the requirements.	N/A
Other	The only thing I can recommend is that the unnecessary & unused files are removed from the repository. For example, the automatically created unit testing files that are currently unused.	We decided to leave in the automatically generated unit test files in case unit tests need to be implemented in the future. However we removed unnecessary files such as LineChartViewController and BarChartViewController that were no longer being used

Nic Davies

<i>Category</i>	<i>Reviewers Comment</i>	<i>Action taken</i>
Build	I could clone but not build this project. This was due to an	N/A

	<p>issue I was experiencing locally with XCode not being able to open properly without crashing. The needed IOS phone is hardware is also a major stumbling block for most making only a few able to demo this project locally. Still this not a problem for those that have the requirements.</p>	
Legibility	<p>Code looks clean. Variable names are good and there is plenty of commenting and they included headers for functions. Functions are thoroughly explained in the comments.</p>	N/A
Implementation	<p>Not that I can tell, I am not familiar with Swift and would be out of my area of expertise recommending anything here. I cannot see any useful abstractions and would actually need to be able to run the code in order to understand all of the moving parts.</p>	N/A
Maintainability	<p>No unit tests. There are user tests and if they are sufficient to test the necessary parts of the project. Would be difficult to create unit tests other than very small ones for this project.</p>	<p>No unit tests are needed, only manual tests as specified by Vishnu. Main functionality (AR measurement) can't be unit tested</p>
Requirements	<p>From what I read from the doc, the code fills the requirements</p>	N/A
Other	N/A	N/A

Shihao Song

<i>Category</i>	<i>Reviewers Comment</i>	<i>Action taken</i>
Build	I could clone but not build this project. I think this is a problem with my local settings. My other team members can be successfully build.	N/A
Legibility	Code is clean and readable, have clear comment and var name.	N/A
Implementation	I'm good at Swift, so I can't tell any recommend.	N/A
Maintainability	No unit tests.	N/A
Requirements	Yes, the code is fill the requirement.	N/A
Other	N/A	N/A

Shane Clancy

<i>Category</i>	<i>Reviewers Comment</i>	<i>Action taken</i>
Build	I was unable to build this project due to not having macOS, but my group members that did were.	N/A
Legibility	The code was very clean and method and function names were good.	N/A
Implementation	The code is pretty abstracted as it is. The constraints on swift would make it hard to refactor and abstract this code more.	N/A

Maintainability	There are no unit tests. There could be unit tests for the main functionality.	No unit tests are needed, only manual tests as specified by Vishnu. Main functionality (AR measurement) can't be unit tested
Requirements	Yes, this app was able to measure and plot the project growth of a baby.	N/A
Other	Unit tests could be added, but the app looks finished and ready for release.	N/A