

Category	Description	Reviewer's Comment	Action Taken
<b>Build</b>	Could you clone from Git and build using the README file?	We were told that the project wasn't going to build, this was no big deal since we didn't have access to their hardware. They communicated this to us in time for it to not be an issue.	The project requires Android Studio to build
<b>Legibility</b>	Was the flow sane and were variable names and methods easy to follow? Does the code adhere to general guidelines and code style?	I had a hard time here, perhaps using android studio would have been better. I struggled to find out where the code that you wrote was located, and when I did I frequently found myself lost. I would suggest adding more comments and information to the readme about how the code base is organized.	Will add more comments inline and in readme file specific to the program
<b>Implementation</b>	is it shorter or easier or faster or cleaner or safer to write functionally equivalent code? Do you see useful abstractions?	I can't speak to this as I have zero experience writing java based or android applications. There were no simple/obvious refactorings that I could find. Is thisfile.h and thisfile.cpp necessary?	Many of these files are background files that build automatically within android studio. Thisfile.cpp is an example file though, and not necessary.
<b>Maintainability</b>	Are there unit tests? Should there be? Are the tests covering interesting cases? Are they readable?	I think that this software is probably really hard to test due to its complexity. Module tests may help in the future, but that could be a whole other project!	This type of project simply requires user testing, as opposed to unit tests.
<b>Requirements</b>	Does the code fulfil the requirements?	I think that the code achieves what the requirements lay out. Be sure when writing requirements that they can be tested and are concrete.	Testing requirements will be included in readme.
<b>Other</b>	Are there other things that stand out that can be improved?	FIXME and comments in Japanese are still present in the project. Consider adding a subfolder readme for better code base navigation.	This is a USB camera API, and taking it out might cause some problems down the line. I will add some documentation in the readme to help though.

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<b>Build</b>	Could you clone from Git and build using the README file?	I was not able to get android studio to work for me, that is not to say your code and readme are wrong I am probably messing something up as I have never used or set up an android studio before.	I will add a more detailed step-by-step instruction on how to set up the program in android studio.
<b>Legibility</b>	Was the flow sane and were variable names and methods easy to follow? Does the code adhere to general guidelines and code style?	I liked how well documented most of the code was. I also liked how modular it was with everything having its own function. I would suggest adding some more comments in the sections that are not getting auto comments.	More comments will be added wherever necessary
<b>Implementation</b>	is it shorter or easier or faster or cleaner or safer to write functionally equivalent code? Do you see useful abstractions?	The code seemed well done, I am not familiar enough with android programming to be able to recognize improvements from your code.	Adding comments
<b>Maintainability</b>	Are there unit tests? Should there be? Are the tests covering interesting cases? Are they readable?	No unit tests, but the tests shown seemed to suffice.	Project requires user tests
<b>Requirements</b>	Does the code fulfil the requirements?	4/4 yes.	thanks
<b>Other</b>	Are there other things that stand out that can be improved?	Very impressive, I like the idea of controlling it from your phone.	thanks

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<b>Build</b>	Could you clone from Git and build using the README file?	No, there wasn't building information in the README file. But it looks like a phone app project that can be built for android through android studio.	Will add more detailed information on how to build and run the application within the readme.
<b>Legibility</b>	Was the flow sane and were variable names and methods easy to follow? Does the code adhere to general guidelines and code style?	Yes, this project had pretty clean code, camel casing for functions. Camel casing for variables, proper indentation, and written in a generally well manner.	Thanks. Will just be adding comments
<b>Implementation</b>	is it shorter or easier or faster or cleaner or safer to write functionally equivalent code? Do you see useful abstractions?	I don't see any particularly useful abstractions for this code. Not very knowledgeable in Java, so I don't quite know all the uses of the imported libraries that get used.	ok
<b>Maintainability</b>	Are there unit tests? Should there be? Are the tests covering interesting cases? Are they readable?	Yes, there was a single unit test, that tested for $2 + 2 = 4$ . I don't know why. I would say there should have been unit tests for some areas of the code. Like the graphics classes have functions that return paths and path shapes and colors and opacity values.	This application will require user testing more than unit testing.
<b>Requirements</b>	Does the code fulfil the requirements?	I never received a requirements document, however the README specifies in good detail all components of the project. I can't say it meets the requirements solely based on code as much of the project involves hardware. But from the demo I saw last term, and the code, I would say the code fulfils its intended purpose.	Will make sure the requirements document is added and the readme includes more details.
<b>Other</b>	Are there other things that stand out that can be improved?	I didn't really see comments, other than a couple of random Chinese comments. I don't believe the team is Chinese or knows Chinese, so I assume this is a continuation of an older project, or reused code.	Will add comments and be sure to include a readme with more of my sources to avoid confusion.

