Name: Nicholas Fong

Project: Unnamed Zombie Survival game

Code Walkthrough Notes:

Questions:

-As a small team, are you guys concerned with or able to write code for anticheat systems in the game?

- What has been your experience with working with HelixCore instead of GitHub?

-How many online players will the game host, is it like an MMO or more co-op.

Positive feedback:

* Good walkthrough presentation at the beginning, gives a good overview of the goals for the project and the individual.
* Good examples, shows a few example outputs (specifically showed a few animations they worked on).
* Gives a good technical explanation on how wireframing and chaining a model to a skeleton works in Unreal Engine 5.
* Super cool example shown in the test environment of what the final game will look like

Actionable feedback:

* Not a lot of code to present (which the presenter mentioned as they are on design team) but they could show more design documents or any technical information pertaining to code.
* Could show a comparison of what others are doing to illustrate exact role in the project, show exactly where you are as it relates to the overall development.
* Could show more of the general codebase or the development other teams/branches are on

Name: Morgan Curtis

Project: COE Major Exploration Game

Code Walkthrough Notes:

Questions:

-What are the major goals of the project? What does the team aim to accomplish and/or communicate to the user?

-What is the criteria of the decision for what major a user would be good for? Is this defined by the university or by the team?

-Has the experience working with react been good overall? Would you use a different framework if you had the choice?

Positive feedback:

* Really great presentation for showing the code, utilizes code snippets in presentation to focus on specific points of functionality. This helped keep things organized
* Good demo of the output, showing the code at play in deciding which major the user would be suited for before showing it functioning.

Actionable feedback:

* Try to stay focused on the current piece of development being shown, there was a little jumping around to different parts which caused some confusion.
* There wasn’t a lot of code shown in the editor itself, mostly just the snippets in the presentation. Showing the overall code would help others to understand the full stack environment and how the elements work together.
* Go more into the decision criteria for the quizzes/games as it makes up a major part of the functionality.

Name: Zane Gant

Project: Digiclips

Code Walkthrough Notes:

Questions:

* Do you enjoy working with angular? Would you use a different framework if you could?
* How has it been working with a project partner in industry, do you find the requirements difficult?
* What exactly is the project? Could you provide a description on what a potential use would be?
* Would you say a lot of development time so far has been put towards understanding the code? You mention that the documentation has been bad.

Positive feedback:

* Good review of the code output shows overarching functionality with good descriptions on what element of code was used.
* Good technical explanation of how the backend works, complete with describing the SQL functionality.

Actionable feedback:

* Could have utilized a presentation to help organize ideas, show the project/personal goals and transition into the code review (this was not required though).
* Have a more organized presentation plan, there were some long pauses as things were getting set up.
* More review of the code itself instead of the output. Could have shown the angular framework to help viewers understand differences from react, node, etc.
* Better describe the project goal as it relates to DigiClips and the requirements from the project partner.