

Category	Description	Reviewers Comment	Action Taken
Build	Could you clone from Git and build using the README file?	Not applicable; I do not have the hardware required to build and run locally.	No action taken.
Legibility	Was the flow sane and were variable names and methods easy to follow? Does the code adhere to general guidelines and code style?	While the variable and function names were appropriate, comments are rare to non-existent. It would be helpful to understand large chunks of code, even if they were copied directly from a library, to understand its purpose.	More comments added to help with understanding what the code is doing.
Implementation	Is it shorter/easier/faster/cleaner/ safer to write functionally equivalent code? Do you see useful abstractions?	Numerous methods use switch statements with an array of planet/star/moon objects. While functional, it could certainly be improved with a mapping or equivalent. It would require a large amount of refactoring, so an alternative is to, at the very least, implement an enum such that each object is mapped to a name.	A good thought, but would require a great deal of change that we don't have time for. No changes made.
Maintainability	Are there unit tests? Should there be? Are the tests covering interesting cases? Are they readable?	No tests were covered, but I cannot speak for the necessity of them. Various forms of validation and sanity checks are found throughout the code, however	No changes made.

Requirements	Does the code fulfill the requirements?	Requirements were not covered nor found. It is assumed that they are met, given the description of the application.	Fulfills necessary requirements. No changes made.
Other	Are there other things that stand out that can be improved?	Most of the code base resides within the monolith solar.js file. For further maintainability and readability, it may be worthwhile to partition this file into others, separating by functionalities. In addition to the planet object mapping mentioned in Implementation, perhaps many of the functions such as UpdatePlanets() could be revised to accept any celestial object, rather than Planets, Sun, Moon, etc.	This was something we were attempting to do. Unfortunately we have ran into nothing but issues with it. Due to time constraint no permanent changes were made but many were attempted.