

Category	Description	Reviewers Comment	Action taken by reviewed group
Build	Could you clone from Git and build using the README file?	Yes. I had basically no issues getting things running from the readme. The only annoying thing is that it only runs on android, so maybe some information on emulation would be helpful? Barring this, everything works as described in the readme without any issue.	
Legibility	Was the flow sane and were variable names and methods easy to follow? Does the code adhere to general guidelines and code style?	Most of the useful code seems to be contained in the various javascript files. They do seem to follow a good coding convention and are legible. Functions and variables have logical names. There are a ton of sections of commented out code that should probably be removed altogether. Some functions might also do to have some more comments describing what they do. Some pieces of code have very detailed comments, others not so much. There are a bunch of places with '/' commented out. They look like they were supposed to be segmenting something, but don't have any extra information.	
Implementation	is it shorter/easier/faster/cleaner/safer to write functionally equivalent code? Do you see useful abstractions?	Hard to tell with just a cursory glance at the code, but it seems like some things might be able to be simplified. Given the client is intended to be able to change some fields, it might be best if they don't have to do this directly in html files. Maybe have some sort of intermediate data format that is a bit more user friendly. There are some functions that seem to be implemented in a pretty bizarre way. One that sticks out to me is the 'genUUID' function. Why does it use a string of 'x' and regex to generate a UUID? It also doesn't seed the randomness correctly. Why not just use a Math.seed() type	

		<p>function with the date instead of adding it to the random number. That would probably give better results. Looking at some of the way the database operations are implemented, I think there are some abstractions that could be useful. There are a few places that have a bunch of hardcoded database operations to get a bunch of values from a row. There are probably database functions/objects in javascript that could make this a bit easier and more readable.</p>	
Maintainability	<p>Are there unit tests? Should there be? Are the test covering interesting cases? Are they readable?</p>	<p>There don't appear to be any tests. This does seem like a bit of a weird project to test. Perhaps there could be some test cases for the database operations, making sure constraints apply, etc. I'm not sure what testing would look like for UI elements.</p>	
Requirements	<p>Does the code fulfill the requirements?</p>	<p>It does seem to fulfill the requirements stated in the document. They are using ODK-X as described, and the app does seem to do what it is supposed to.</p>	
Other	<p>Are there other things that stand out that can be improved?</p>		

