

SPRINT 0 ( 8% )				
Completeness ( 3% )	Epic vs User Story ( 2% )	Format ( 2% )	Priority ( 1% )	
3 / 3	1 / 2	0 / 2	0 / 1	
SPRINT 1 ( 10% )				
Sprint Backlog ( 2% )	Completeness ( 3% )	Estimation Report ( 2% )	Best Practices ( 1% )	Integration On Master ( 2% )
2 / 2	2 / 3	1 / 2	1 / 1	2 / 2
COMMENTS				
<p>The project runs without any problem, good. There is a small problem in the club routes ... The routes aren't complete ... and I can see your validation in the put request is wrong since you're expecting a club which is of type array ? You're probably waiting for a string which is supposedly going to replace the name of the club ? What if you want to delete a club ? or even create one ? you didn't implement the rest of the routes .. CRUD .. create read update delete ... Description is an entity ? Why do you have a route called Description ? You will simply be able to update the description of each entity on its own ..... Library I cannot get all the library ? Again incomplete routes ... Rating is an entity on its own ? Rating of what ? This is going to be a field in any entity that is rateable ... not an entity ... I can see your project routes show that you have a problem knowing what is an entity and what isn't ... Also all the routes arent complete .... You guys did try hard and I can see you did a good job but the CRUDs are incomplete, cheers !</p>				
SPRINT 2/3 ( 20% )				
Code ( 7% )	review ( 4% )	Github insights ( 2% )	jest ( 5% )	Heroku Deployment ( 2% )
5 / 7	4 / 4	2 / 2	2 / 5	2 / 2
COMMENTS				
Coding practices, validations, testing is hardcoded				