

Project Review: October 6th 2020					
Criteria	Description	Positives	Negatives	Satisfactory/Unsatisfactory/TBD	Assign to (if needed)
Documentation	Organization and structure of software project documentation	Documents are arranged into folders by type, documents are versioned	Use of strict values for metrics in use cases document, smp is out-of-date	Unsatisfactory	Turhan Kimbrough
Security	Input validation, encryption on website, dependencies are patched	Expected use of SSL on website, input validation considered for code	Has not been implemented yet	TBD	n.a
Code Style	Code structure and commenting	Expected use of code separation and appropriate software abstractions	Has not been implemented yet	TBD	n.a
Version control	Code history is maintained and everyone has access	Version control is utilized to track all documentation	Source code has not been pushed to the repository	Unsatisfactory	Tom Fink
Functionality	The relationship between product features and requirements	Expected use of subsystem architecture to isolate and implement features	Has not been implemented yet	TBD	n.a
User-friendly	Ease-of-use regarding general usage of the product from a user's perspective	Expected use of minimal design for game & web interface	Has not been implemented yet	TBD	n.a
Maintainability	Using components and code which support future modifications	Expected use of subsystem architecture for separating software components	Has not been implemented yet	TBD	n.a
Testability	Use of a testing framework, unit tests, and integration tests	Created skeleton for unit tests, integration tests, system test procedure, and regression test	Has not been implemented yet	TBD	n.a
Optimization	Use of software components which allow for increased performance	Expected use of libraries for fast game performance	Has not been implemented yet	TBD	n.a