

Devin Swift

Group 34 (Know Its Off) - Code Review

Build

First, I had trouble starting the project. It seems like there are multiple ways to do so, but following the readme that was provided failed to start the project. It failed at the “yarn build” command. However, after fiddling around and doing some research I figured how to start the web app. I’d suggest having thorough documentation on start-up, dependencies, and structure of the code.

Legibility

File Structure -

The code was hard to navigate, and at first glance it was hard to tell what did what. It is hard to determine what a file does based on the name. I’d suggest carefully renaming the files and having a solid structure of the files.

I ran into the same problem with the code as I did with the files: it’s hard to tell what things are. I’d suggest refactoring the code such that a third-party is able to follow along easier. Maybe rename variables and add extensive commenting.

Implementation

I didn’t see any things that could be abstracted. The code seemed well put together. There wasn’t much I could add onto it.

Maintainability

There were no unit tests.

Other

The UI wasn’t the most intuitive for me. As someone who has no idea what the app does when I first go to the website, it was hard to figure out. Maybe add Modals or

some “road signs” to help the user along. The navigation was difficult as well. Right now you can really only navigate by inputting a specific suffix to the URL. For certain admin things that’s fine, but for registering and so on I’d suggest adding links to different pages. Also, a question to ask you guys is: are there any pages that a user can access that are normally reserved for admin access? This could pose a serious security threat. I didn’t get a chance to test all of the routes because I didn’t have them.