1. *Data Model proposal is sufficient or not:*

The data model is looking fine and normalized but it would be better if there was an explanation of how this table will be used and for what purpose (we could not understand the workflow since the link to content workflow is not working).

2. *User authentication and authorization:*

As there are two places (Admin Portal, The Bat-Cave) to log in to the website with the same portal, it may make the general user a little confused. Instead, one single place for login can be used.

A user-id is a long number such as "4f0f868e-5904-4483-81a7-a1de02d928d6" which is hard to remember and use. It also takes place in several views which makes the user confused about what it is.

3. *Workflow according to requirement:*

Admin Portal:

- The dashboard page shows the recent activities of the user. The display count for total users, new users are being updated but not with the banned users. The Banned user count is not being reflected on the Dashboard page.
- On the Team page, we were not able to create a new team, it is showing the error "key can't be blank". To create a team, it is only asking for a name and there is no key field. We are not sure why the key is used, and we could not find the connection from the data model also.
- The user's page consists of a list of users and options to make them active or inactive. Making a user inactive status is being changed but still, the user can reach the site as usual.

Bat Cave:

- Can see many features such as MyProfile, Security, MyTeams, MyNotes, MyRequests. We could access only MyProfile where the first name, last name, and display name can be updated.

From the admin's point of view, he/she should be able to perform all actions, but we could not apply the action. From the user's point of view, the features are not implemented, and we will be happy to check out once it is done.

4. *Look, feel, and navigation:*

For the user profile, there is a place to display a photo but there is no picture displayed. Therefore, it would be better to hide that placeholder.

NOTE:

Only the parts that need to improve are mentioned above as PS6 required only constructive criticism. Anyhow, we felt that there is more positive feedback or comment compared to what feedback we have mentioned.

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