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 COURSE WDI
 CITY LON
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	NP	B	M	ME	EE
Project & Development Process					
Code Review					
Implementation, Presentation, Team					

1	Project & Development Process	Instructor Comments	NP	B	M	ME	EE
1.1	Complexity of Objective	Simple but decent trello board - understood the task at hand and aimed to tackle the key parts of the project.					
1.2	Requirements Gathering	Trello board covers key parts of the app and ways to tackle those parts.					
1.3	Specification	Little planning on user flow however app flows well and some thought has gone into the flow and user experience of the app.					
1.4	Software Production	Project up on github, no issues with cloning, migrations all worked fine and had no issues with logging in and playing games. Next step up on heroku!					
1.5	Testing						
1.6	Documentation						
1.7							
1.8							
1.9							
1.10							
2	Code Review	Instructor Comments	NP	B	M	ME	EE
2.1	Naming Conventions	Very clear naming conventions - code easy to follow. Occasional slip ups with plurality of naming (@user instead of @users in game controller)					
2.2	White Space	Generally excellent layout throughout the project - good indentation, tabs and spaces. Made it easy to see what was going on especially with the majority of logic in the games controller.					
2.3	Comments	No comments but code clear and easy to read with good naming conventions.					
2.4	DRY (Don't Repeat Yourself)	A few pieces of code that could be dried up and compressed (e.g. lines 45 - 53 in game controller.)					
2.5							
2.6							
2.7							
2.8							
2.9							
2.10							
3	Implementation, Presentation, Team	Instructor Comments	NP	B	M	ME	EE

3.1	Implementation Strategy	Good choose of tools to get most of the core parts of the project complete. You had excellent use of partials throughout project. Good implementation of cancan and a nice bonus in including carrierwave as an extra. Git commits at 18 was on the low side. More commits will really help especially for the next group project.					
3.2	Implementation Execution	Project worked well with most of the logic in the moves controller. There were a few bugs to do with checking whose turn was next - some validation and error checking logic would help make the project more robust. In terms of structuring the code the next steps you could look at would be adding a moves controller, which would help avoid the issue of the minor error with refreshing. After that some of the code in your games controller could be moved into methods within the game model. Overall you have a good base on which you could build out a couple of the more advanced features. On the style front there was a clean easy to understand feel to your app and the board looked good.					
3.3	Effectiveness of Presentation	Slightly uncertain during presentation although settled down when you got a few laughs. Project had filled more of the scope than some of the previous ones so you could of been more proud/confident in front of the class. Was slightly short at under 6 mins and you didn't volunteer trello board. Good demonstration of the app with both two player and vs computer both working well. You coped well with minor error.					
3.4	Defense of Decisions Made	You seemed happy with how things had turned out and your implementation of the logic. Nothing controversial in any of your decisions.					
3.5	Group Contribution						
3.6	Team Work						
3.7							
3.8							
3.9							
3.10							

Top 3 Skills
Clear, easy to read code - +1s for indentation and naming convention.
Style - good looking app.
Good understanding of the concepts covered.
3 Areas to Work On
Validation and error checking - either in the models or in the controller.
Placing some of the logic into the models.
Confidence! You built a good project. Any issues or lack of advance features I think led from a lack of confidence which led to you not working on some of the tougher parts. The code you had worked well - we helped with minor issues but it was usually only the last tiny parts. Much of coding is perseverance and not letting errors and failures knock your confidence. You can code well - believe in yourself!
Summary + Key Takeaways
It was a good project - it featured two player and vs computer actions. Your games were saved in the database so adding functionality to see previous games wouldn't take long. The final part which was adding a leaderboard is definitely within your capabilities. Your code is clear and easy to understand - good clean logic, good naming conventions and good structure of code on the page. There wasn't enough error checking or validations especially on whose turn it was. The key area which will help you both during the project and in the presentation is some confidence - it felt like you were defeated by problems before you had tackled them. Be happy to have errors and fail along the way. Overall a good solid start and it felt you have learnt plenty of coding and also quite a bit on how to structure your time and tackle a bigger project. Looking forward to seeing what you achieve in the group project.