**Project Description:**

The objective of the project is to create a solver for the board game, Boggle. Boggle is a word game in which the goal is for players to look for words in sequences of adjacent letters. The solver utilizes the function findAllSolutions, which takes in a valid grid of letters (represented by by a two-dimensional array), and an arbitrary dictionary of words (represented by a one-dimensional array) as input, and returning a list of valid words (represented by a one-dimensional array).

The solution to this problem is implemented with the JavaScript language.

**Group Members:**

Brian Paul, Kevin Claiborne Jr., Oluwasubomi Oreoluwa Bashorun

**Defects Found:**

* Lack of comments reduces clarity of the code, and existing comments are not informative enough.
* Current implementation does not pass all given test cases.

**Recommendation Summary:**

* Add more comments to the code to improve clarity and make the code easier to understand. Specifically, adding comments for each function and in certain lines of code that may be lengthy and/or complicated upon first glance.
* Re-test existing code vs. given test cases to ensure the code works as expected, and make changes accordingly.

**Review Time and Defects Found:**

**Kevin: 30 minutes spent reviewing; 1 defect found.**

**Oluwasubomi: 30 minutes spent reviewing; 2 defects found.**