

Peer Review Report

Reviewer Information

- **Reviewer Name:** Abdel-Rahman Khalifa
 - **Student ID:** 40253332
 - **Reviewer Team #:** 4 – DataZenith
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Reviewed Team Information

- **Team #:** 14 - The Sewer Rats
 - **Project Title:** Games DB
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Evaluation

1. Overall Presentation Quality

- **Grade:** A
- **Reason:**

Great presentation within the 15-minute limit, showing comprehensive ER diagrams, clear examples, and real challenges. All team members participated, which was a plus. However, the slides could have been improved with more visuals, as they looked minimal and dry at some points.

2. Complexity / Applicability of the Database Application

- **Grade:** A+
 - **Reason:** Excellent topic with substantial depth, focusing on various aspects of games such as screenshots, achievements, movies, languages, publishers, developers, tags, platforms, genres, and ratings. The design included weak relationships and an IsA hierarchy. The team gathered accurate data from three sources and handled missing or erroneous data gracefully, which was impressive.
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3. Use of Technology

- **Grade:** A+
 - **Reason:** Great selection of technology. Using Python libraries to fetch data was a smart choice, and the justification for using MongoDB due to the data's JSON structure and the team's familiarity with it was well thought out. The use of a document database was highly suitable for the nature of the content.
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4. Addressing Challenges

- **Grade:** A+
 - **Reason:** The team did a great job addressing challenges, including parallel fetching from multiple sources to obtain sufficient data, splitting large JSON files for GitHub upload, and using try-catch blocks to handle missing fields. These solutions demonstrated thoughtful problem-solving.
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5. Teamwork and Participation

- **Grade:** A+
 - **Reason:** The team showed strong collaboration and organization. All members were knowledgeable about their parts and appeared to have faced challenges together, reflecting good teamwork.
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Additional Comments / Suggestions

I appreciated the topic selection and the team's courage in working with the complex Steam API, along with Steam Spy and RAWG. They handled these limitations well. I would recommend focusing more on enhancing the slides with visuals and design improvements to elevate the overall presentation quality.