

Description	Reviewer Comments	Action Taken
Could you clone from git and build using the README file?	The instructions seemed sufficient to clone from git and build the project, but I didn't have an Arduino or a Windows PC so I wasn't able to do so.	<b>Don't need a windows PC, but to run do need hardware. N/A</b>
Was the flow sane and were variable names methods easy to follow? Does the code adhere to general guidelines and code style?	The code used verbose names for variables and did a good job with function and class decomposition. It also follows C# best practices like using "var" declarations to make variable initializations less verbose.	N/A
Is it shorter/easier/faster/cleaner/safer to write than functionally equivalent code? Do you see useful abstractions?	I think the code has a good level of abstraction, and avoids having more abstractions than are necessary. I don't see areas with a lot of code reuse or similar issues that could be improved on.	N/A
Are there unit tests? Should there be? Are the tests covering interesting cases? Are they readable?	I don't see unit tests for the code. I think that while the current code base is very readable, the team might see if there is logic that can be pulled out into a separate library class which can then be tested separately from the interface code.	<b>Discussed with Scott prior to code review. Unit Tests are not feasible for our project and how we take in input.</b>
Does the code fulfill the requirements?	Yes	N/A
Are there other things that can be improved?	I think the code is fairly heavy on inline documentation, which is nice reading now but can be challenging to maintain. The team could potentially take more advantage of C# documentation comments to document the interfaces of their functions, and use constants with informative names where possible instead of literal values. That might reduce the amount of inline documentation necessary in the code.	<b>Decided to leave comments as is because they will be most useful to groups that work on the project after us the way they are.</b>