Name: **Jacob Dubey**

Date: **04-01-2018**

Peer’s project: **Guess\_The\_Number**

What is something you learned by reviewing your peer’s project?

**The big takeaway was commenting as you go. It really made it clear and easy to navigate the program, and in terms of troubleshooting, it would make it easier to go back and see what you where trying to accomplish with a specific section of code.**

What is something you saw in your peer’s project that you would like to apply to your own programming projects?

**Definitely a way to allow the player to play again, or rather give the player the choice to play again.**

What suggestions would you have for your peer to improve his/her code?

**Simply to look through it, and make sure the end product is aesthetically pleasing such as separate areas to respond from where the question is being asked**

What could have been clearer or better commented?

**Everything in the code itself was very clearly written and I really could follow it very easily. It was nice that he included comments throughout the code to really show what he was trying to accomplish with each step.**

Was there anything in the code that was confusing to you? If so, what?

**In my first run through of the game, I was confused by the way it was outlined, meaning the way that the response was right next to the line making it hard to know where exactly where my response was going to be. It was a little grievance, but something that could have been clearer.**

What is something he/she could add to the README.md to make it more descriptive?

**He could add more description of what each section of code is accomplishing in terms of the game.**

Pay a compliment to your peer based on the quality of his/her code.

**It was truly excellent in the way that it gave feedback to the play, as well as implementing a way for the player to keep going if they wished.**