Code Review I

Brian Roshal, Mariah Briley, Matt Johnson, Brennan Traube, John O'Neill, Megan McCulley

1. **Maintainability/Supportability**
   a. Code is as modular as possible.
   b. Easy to access, read, and update in the future.
2. **Readability**
   a. All code is aligned to the left, uniform/consistent bracket spacing and proper white space.
   b. Commenting on gaming code.
3. **Testability:**
   a. Code is testable.
   b. All test are comprehensive.
   c. Unit tests should actually test if the code is performing the intended functionality
   d. Test code should be able to be replaced with the use of an existing API.
4. **Reusability**
   a. No hardcoding.
   b. No redundant or duplicate code.
5. **Reliability**
   a. Code contains exception handling(errors)
6. **Extensibility**
   a. Easy to add to or update plugins/widgets
7. **Security**
   a. If third party utilities that are being used are returning errors, make sure the errors are being caught.
   b. Output values are being checked and encrypted
   c. Invalid parameter values are handled
   d. Encrypt all sensitive data (passwords, credit card information, etc.)
8. **Performance**
   a. Optimizing method and function generalization.
   b. Use all legally obtained library and built-in functions.
9. **Scalability/Usability**
   a. User interface is easy to understand and navigate.
   b. Website can support small or large traffic load.