Project Evaluation Template

Project: Nick Krolikowski - Pomodoro Timer Reviewer:Han

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Code/	Repo Smells
	Does the code seem organized and readable?
	 Good indentation, meaningful naming, good amount of commenting, etc. Comments are short; will need to look into the app to understand
	How simple (or complex) is the architecture?
	 Repo navigable, files organized meaningfully, etc. Files could have been organized by functionality instead of types (currently, all js files are in one folder for example)
	Is there a CI/CD pipeline in place?
	Are there automated tests in place?There appears to have integration testing, but nothing for unit testing
	Is there proper documentation?
	Code: Class diagrams, API descriptions, etc. - Can't find diagrams - No api was used
	 Repo: Onboarding documents, pipeline instructions, roadmaps, high level diagrams, ADRs, etc. There is a library that documents every function, variable, and custom class, which is awesomesauce.
	 No pipeline instructions, roadmaps, or high-level diagrams. Readme explains Promo app
Score	(1-5): 4.5
Comm	ents:
-	Code seems organized; comments are concise but can be more elaborative at certain sections.
_	Testing is up and running;definitely still need a lot of work
-	THE LIRBARY IS VERY COOL.
Applic	cation Quality
	Is the app easy to set up and run?
	App is pretty intuitive; instruction on how to use is available when opening.Can enhance usability
	Was there a design process?
	 Can't find any design documentation on repo. Are they not here or was there no design system at all.
	Can it be stood up easily? - App seems functional. I think it should have updated the list of distractions on the screen once "End
	session" button is hit?
	Does the app seem functional? Does it work as expected? - Overall everything looks fine.
	Does it seem polished?
	- Pretty simple; UI can use some improvement

☐ Intuitive to use? Complicated and unfriendly?

Pretty user friendly

	 Guide available at start, which is pretty slick Responsive? Janky? Not responsive on mobile; so this was developed on desktop first? Bugs everywhere? Nothing that messes with functionality at first glance. Pleasing UI? Hard to look at? Pretty simple and intuitive; much room for improvement Accessibility options? Dark mode options Options to change sound and workplace in settings
Score (,
Comme	nts:
	The code looks fine. Adding a mobile friendly interface after having desktop ready would
I	pe a pain.
_ (Can consider bootstrap for ease of use?
_ '	Vould like to see design documentation.
Self Co	nsiderations
	Vhat tools and frameworks are used? Are they difficult to pick up?
- 1	React was used; could be challenging to pick up in a short amount of time without much web dev
•	xperience.
	at a glance:
	☐ Would this project be fun to work on?
	- Improvement on design would be fun.
	 The concept of the app is pretty straightforward. Adding fun features such as rewards for going

Score (1-5, will be discounted by 50%): 3

multiple sessions?

☐ How much more could we improve this project?

Improvement on design and mobile should be top priority.
 Do we have team members familiar with specific tools/dependencies used?
 I am familiar with react; not sure about everyone.

Comments:

- I think most of the fun will come from changing design and adding new features. Otherwise, the app is pretty bare.
- Would be a great project to pick up if the design documentation was done right.

Other Comments: much cool