## **Project Evaluation Template**

Project: Bullet Journal (Joseph) Reviewer: Edgar Flores
Code/Repo Smells
Does the code seem organized and readable?
Good indentation, meaningful naming, good amount of commenting, etc.
How simple (or complex) is the architecture?
Repo navigable, files organized meaningfully, etc.
✓ Ills there a CI/CD pipeline in place?
Are there automated tests in place?
✓ Is there proper documentation?
✓ Code: Class diagrams, API descriptions, etc.
Repo: Onboarding documents, pipeline instructions, roadmaps, high level diagrams, ADRs, etc.
Score (1-5): 4.5
Comments: Code has a good amount of comments, the repo is fairly organized. Good amount
of diagrams, CI/CD in place. A few tests.
Application Quality
✓ Is the app easy to set up and run?
✓ Was there a design process?
System design, site architecture, UX research, needfinding, wireframing, lowfi & hifi.
✓ Can it be stood up easily?
ls there a working demo-showcasing functionality?
□ Does the app seem functional? Does it work as expected?
☐ Working buttons, options, features
☐ Does it seem polished?
Intuitive to use? Complicated and unfriendly?
Responsive? Janky?
☐ Bugs everywhere?
☐ Pleasing UI? Hard to look at?
Accessibility options?
Score (1-5): 3.5
Comments: Some functionality seems to not work, sidebar buttons aren't completely functional
The date picker functionality seems to have some problems with accuracy. The layout of the Ul
is not very pleasing to work with, could be improved on.
Self Considerations
What tools and frameworks are used? Are they difficult to pick up?
At a glance:
Would this project be fun to work on?

	✓ How much more could we improve this project?
$\checkmark$	Do we have team members familiar with specific tools/dependencies used?

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

Comments: Tools are similar tools use in other powell projects, so will be comfortable for me. I think this project would be fun to work on, there is a lot that we can do such as fixing its bugs and implementing the features it left out, also improving the ui experience. I think most of the team will be familiar with the tools used (except maybe those who developed an android app for 110)

## **Other Comments**