

lab06: Code Review

Group 31

what could be improved?

1. Delete method that is never used.

- `void attacked();`
- `void run();`
- `void useBuff();`
- `void calculateDistance();`

2. Some method made to check the value of variables so after checked you can delete it.

- `getHP();`
- `getName();`
- `getPosition();`

3. Interface accessory can add more function.

4. Rules of game can be harder.

5. In each accessory can have more class to be diversity.

6. In function `calculateDistance()` is not necessary because position can calculate without addition of speed.

7. The name is too long; it can be shorter.

- Accessory -> Acc
- SelectedAccessory -> SA
- RPGCharacter -> RC