

Code Review

abstract class Character

should be improve :

1. In this class , we should have comments. In our program , we don't write the comment in every method or some variables that are hard to understand. In this lab , we describe the specification segment in all methods.
2. We use good names in many methods but in some methods such as equipWeapon(). We use a lot of abbreviations in this method.

done well :

1. We have lots of variables each with their own purposes and they mostly have only one role.
2. We avoid magic numbers in every formula.
3. We don't copy code but in subclasses of this class. We have DRY in constructors.

class Knight , class Mage , class Tank (subclass of Character)

should be improve :

1. We should have comments in every method or some variable of these classes.
2. We copy a lot of variables in constructors from superclass to initialize the stats of our characters. Moreover, in class Knight, we copy code from the attack method to implement the code in the skill method but we modify the damage in this method.

done well :

We avoid magic numbers in the skill methods.

abstract class Equipment, class Shield , class Sword , class Wand

should be improve :

We have to change spdDec variable to Speed_decrease so that others can understand our code better.

done well :

We follow 5 rules in the code review lecture.

abstract class Accessories, class Bracelet , class Ring, class Charm

should be improve :

We have to comment on every formula or some methods.

done well :

1.We use a lot of getter and setter in every method.

2.We avoid magic numbers in every formula.