

Cole Jones

Category	Description	Reviewers Comment	Action taken by reviewed group
Build	Could you clone from Git and build using the README file?	I was unable to do this as I did not have enough space on my computer. My partner did this instead.	Unfortunately, there is not much we can do to reduce the size of the repository or the software required to review this application.
Legibility	Was the flow sane and were variable names and methods easy to follow? Does the code adhere to general guidelines and code style?	<p>There's a slightly daunting amount of files, they are all relatively small. This is nice since all the classes are independent of the others.</p> <p>Code looks like standard boilerplate Microsoft C# code, although there is a bit of trailing whitespace at the end of some functions. There are some empty functions, not sure why they're there.</p> <p>There's also a lot of commented-out code that hasn't been removed.</p> <p>There was a noticeable lack of comments. More comments, at least for functions, would be nice for viewers that aren't as familiar with the code.</p>	<p>We have added a section in the README for code reviewers that includes a link to the directory where the code written by the team is located. This should make it easier to get to the code that matters when reviewing.</p> <p>For all of the C# scripts we wrote, we made formatting consistent, removed extraneous lines, and added comments above every class and function definition.</p>
Implementation	is it shorter/easier/faster/cleaner/ safer to write functionally	Their code is fairly straightforward, there's just a lot of different functions	The comments added above functions have been formatted so that if a reviewer

	equivalent code? Do you see useful abstractions?	that are called to handle different behaviors. I think it's as abstracted as it needs to be. I can't see a way in which they could do so any further. Files have appropriate names.	places their mouse over the function in Visual Studio the comment will appear in a text box.
Maintainability	Are there unit tests? Should there be? Are the test covering interesting cases? Are they readable?	There are no unit tests for this project. The group said that their approach is more trial-and-error with print statements, since it's difficult/not realistic to do unit testing with Unity. I agree with their approach, as I'm not sure how you would be able to do unit testing in Unity.	We still do not have unit tests, but we have cleaned up the unneeded print statements for scripts we are no longer testing.
Requirements	Does the code fulfill the requirements?	The group admitted that they don't think their code fulfills the requirements they set (apparently they're in there but not fully implemented), but it looks like a lot of progress has already been made, and they just need to finish fleshing things out.	We have met in person and fixed many of the uncompleted parts that were showcased during the Code Review. Some sections could use further improvement to provide a better user experience, but the requirements are now fulfilled.
Other	Are there other things that stand out that can be improved?	Should add keyboard + mouse support to the main game in case someone wants to use the tool and they	We decided that mouse and keyboard support could make a good addition to the application if we continued working on

		don't have VR. Code could be cleaned up a bit (comments, whitespace), although I'm assuming this hasn't been done because it's not in final state.	it after the Code Freeze, but since it is not in the requirements we have not started working on this. See comments in the "Legibility" section above.
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Kuan-Yu Lai

Category	Description	Reviewers Comment	Action taken by reviewed group
Build	Could you clone from Git and build using the README file?	Yes, the README file provides complete instruction and the repository is cloneable as well.	N/A
Legibility	Was the flow sane and were variable names and methods easy to follow? Does the code adhere to general guidelines and code style?	Yes, the code is easily understandable and the variable name is very straight forward. However, there can be more comment within the function.	We added comments above every class and function definition.
Implementation	is it shorter/easier/faster/cleaner/ safer to write functionally equivalent code? Do you see useful abstractions?	I don't know how to write C# code but overall I think the code is very clean and understandable. But the application is a bit slow so should have some room for the speed enhancement.	We are not sure where the application is running slow for this reviewer. Virtual reality requires a powerful computer to run, so it may struggle on laptops or older machines, which we have acknowledged.
Maintainability	Are there unit tests? Should there be? Are the test covering interesting cases?	No, but I think they should have one. It can be something like test the variable	We still do not have unit tests, but we have cleaned up the unneeded print

	Are they readable?	limitation.	statements for scripts we are no longer testing. As stated during our Code Review, Unity does not operate in a way that unit tests can be made, as running the application with slightly different parameters requires restarting the entire application each time.
Requirements	Does the code fulfill the requirements?	No, but the code is fulfill most of the requirements.	We have met in person and fixed many of the uncompleted parts that were showcased during the Code Review. Some sections could use further improvement to provide a better user experience, but the requirements are now fulfilled.
Other	Are there other things that stand out that can be improved?	I think the code file can be more organize so people can find the specific file easier.	Our directory organization follows Unity conventions, which is not useful for people that have never used Unity before. We have added a section in the README for code reviewers that includes a link to the directory where the code written by the team is located. This should make it easier to get to the code that matters when reviewing.