Chris Hoskins

Category	Description	Reviewers Comment	Action taken by reviewed group
Build	Could you clone from Git and build using the README file?	I was able to clone the repository. The setup process took a while as I had to use the correct version of unity.	
Legibility	Was the flow sane and were variable names and methods easy to follow? Does the code adhere to general guidelines and code style?	The code is well commented, but some of the formatting is off, such as improperly cased variables.	For all of the C# scripts we wrote, we made formatting consistent, removed extraneous lines, and added comments above every class and function definition. This includes consistent variable naming conventions.
Implementation	is it shorter/easier/faster/cleaner/ safer to write functionally equivalent code? Do you see useful abstractions?	The code does use useful abstractions. The project is written in a way where the classes are broken up and not just one large class. I couldn't see any major deficiencies or areas for improvement.	
Maintainability	Are there unit tests? Should there be? Are the test covering interesting cases? Are they readable?	I couldn't find any unit tests, but believe that hands-on operation and validation of expected behavior is more appropriate for this project.	
Requirements	Does the code fulfill the requirements?	The group noted some areas for improvement during the walkthrough,	We have met in person and fixed many of the uncompleted parts

		otherwise they appear to meet all of the requirements.	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?	None to be reported.	

Darius Moseley

Category	**Description**	**Reviewers Comment**	**Action taken by reviewed group**
Build	Could you clone from Git and build using the README file?	The installation guide in the README seems straightforward. I did not get the project running because it requires an HTC Vive, which I do not have.	A possible expansion for this project we have considered is adding support for other types of Virtual Reality headsets and maybe for mouse and keyboard.
Legibility	Was the flow sane and were variable names and methods easy to follow? Does the code adhere to general guidelines and code style?	The code itself looks fine, but I do think it would be beneficial to run the files through a code formatter like prettier to standardize the formatting of the code (spacing, etc.).	We did not run the code through a formatter. We did, however, go through all of the C# scripts we wrote one at a time. We made formatting consistent, removed extraneous lines, and added comments above every class and function definition.
Implementation	is it shorter/easier/faster/cleaner/ safer to write functionally	I don't think I can make a better judgement than the team themselves on	

	equivalent code? Do you see useful abstractions?	whether it is possible to write safer/shorter code. However, from the glance I did I didn't see any obvious improvements.	
Maintainability	Are there unit tests? Should there be? Are the test covering interesting cases? Are they readable?	The team mentioned they do not currently have unit tests, and believe that the better option is to do manual testing.	
Requirements	Does the code fulfill the requirements?	No, still have some small things to work on, but they believe by code freeze they should have everything ready that the client had requested for.	We have gotten the application running, although there are still some quality-of-life improvements to make. All of the requirements are now fulfilled.
Other	Are there other things that stand out that can be improved?	I think it would be beneficial if there was some way to test it without the vive, but I'm not sure if that is possible.	See comments in the "Build" section above.

Jorge Manzo

Category	**Description**	**Reviewers Comment**	**Action taken by reviewed group**
Build	Could you clone from Git and build using the README file?	I was able to clone their repository. I followed the readme as best as I could to get the project opened in the correct version of unity. There were more	None of our teammates use a Linux computer, so we were unaware of extra complications. We added a link in the README to install Unity Hub,

		steps involved in order to install unity on linux, but with some searching I was able to load the project in unity on linux.	which should help for a smoother installation.
Legibility	Was the flow sane and were variable names and methods easy to follow? Does the code adhere to general guidelines and code style?	I had to refer to the github commit history for the repository to find what code was written by the team members, and what code was just boilerplate. This is really picky, but I noticed that the elevator_Hazard class was not capitalized like a class would be, i.e: Elevator_Hazard. Though other classes were captialized appropriately. There was an appropriate amount of helpful comments throught the classes in the Assets/Scripts/ folder. Most of the classes also had a similar design pattern to each other.	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. Changing the names of existing classes in Unity is very complicated and can cause the program to break. This is definitely something we will fix later on, but our current focus is getting the application to run.
Implementation	is it shorter/easier/faster/cleaner/ safer to write functionally equivalent code? Do you see useful abstractions?	For the most part it seems like the code is already well abstracted. Most of the classes in the Scrips/ folder already extend what I	

		assume is an abstract "MonoBehaviour" class. I appreciate that there are more classes instead of super huge classes in a few files.	
Maintainability	Are there unit tests? Should there be? Are the test covering interesting cases? Are they readable?	I was not able to find any tests for the classes in the Script/ folder. As much as I think its worth writing tests, I also understand why it may not be possible.	We still do not have unit tests, as Unity does not lend itself to running many times with slightly different parameters.
Requirements	Does the code fulfill the requirements?	Judging by the provided video, as I do not have an HTC VR headset, yes the code fulfills the requirements.	At the time of the Code Review our project did not fulfill all of the requirements, but it does now.
Other	Are there other things that stand out that can be improved?	It would have been greate to have a clear distinction of what parts of this project were coded by the team members. Other than that, well organized project!	See comments in the “Legibility” section above.

Michael Chan

Category	**Description**	**Reviewers Comment**	**Action taken by reviewed group**
Build	Could you clone from Git and build using the README file?	The README is straightforward and easy to follow. I was able to get the project working.	

Legibility	Was the flow sane and were variable names and methods easy to follow? Does the code adhere to general guidelines and code style?	The comments make the code understandable. The overall flow and structure of the code is nothing to complain about.	
Implementation	is it shorter/easier/faster/cleaner/ safer to write functionally equivalent code? Do you see useful abstractions?	I don't see anything that I would do differently.	
Maintainability	Are there unit tests? Should there be? Are the test covering interesting cases? Are they readable?	There aren't any unit tests, as Unity is filled with loads of metadata. Debug statements are used instead.	We have removed debug statements that are no longer used to clean up the code.
Requirements	Does the code fulfill the requirements?	Most of the requirements are fulfilled. Issues are mainly addressed during the walkthrough.	At the time of the Code Review our project did not fulfill all of the requirements, but it does now.
Other	Are there other things that stand out that can be improved?		