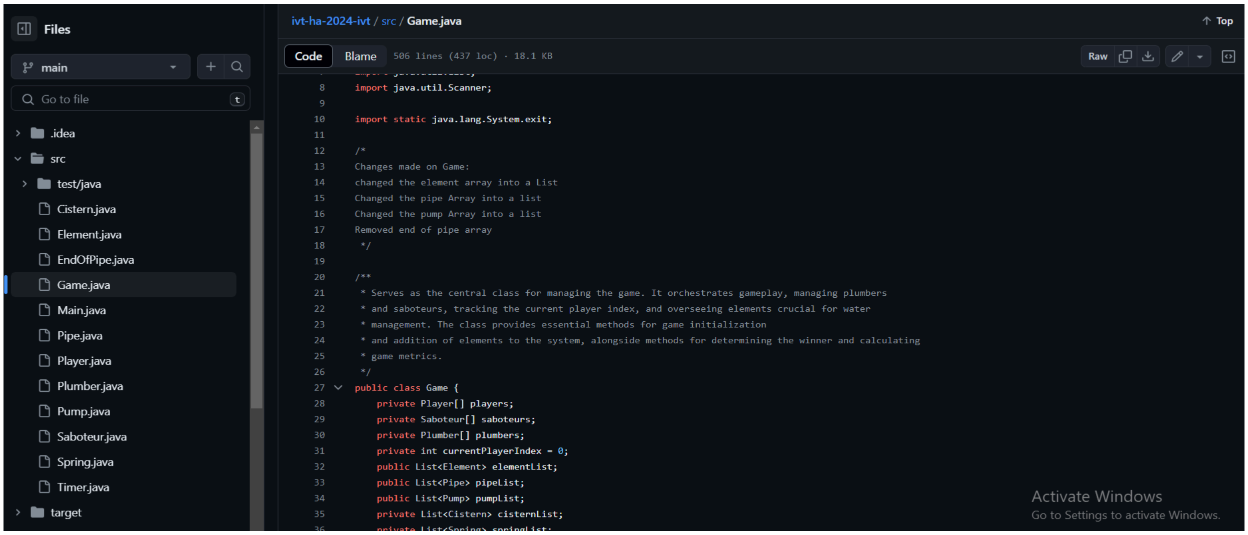
Performing manual code reviews on GitHub involves several straightforward steps.
First, we access all the changes made through the issues, reviewing them with peers to understand what's been added, removed, or modified, and to grasp the context of these changes.
Next, we evaluate the code's quality, readability, and efficiency, checking for bugs, security issues, and areas where it could be improved, like its structure and naming conventions. We use GitHub's review features to give feedback, such as comments and line-by-line reviews, and to request clarification if needed. We discuss any questions or concerns, working together to improve the code, before finally merging the changes into the main branch. This process ensures that our code is of the highest quality and meets our standards before it's integrated into the project.



```java
import java.util.Scanner;

import static java.lang.System.exit;

/*
Changes made on Game:
changed the element array into a List
Changed the pipe Array into a list
Changed the pump Array into a list
Removed end of pipe array
 */

/**
 * Serves as the central class for managing the game. It orchestrates gameplay, managing plumbers
 * and saboteurs, tracking the current player index, and overseeing elements crucial for water
 * management. The class provides essential methods for game initialization
 * and addition of elements to the system, alongside methods for determining the winner and calculating
 * game metrics.
 */
public class Game {
    private Player[] players;
    private Saboteur[] saboteurs;
    private Plumber[] plumbers;
    private int currentPlayerIndex = 0;
    public List<Element> elementList;
    public List<Pipe> pipeList;
    public List<Pump> pumpList;
    private List<Cistern> cisternList;
    private List<Spring> springList;
```