

COMP150: Game Development Practices

# **Code smells**

# Today's class

- ▶ Compiler optimisation revisited
- ▶ Code smells
- ▶ Break
- ▶ COMP150 sprint reviews

# Next week

- ▶ No class on Monday (bank holiday)

# **Compiler optimisation revisited**

**Code smells**

# Activity

- ▶ Organise into your COMP150 groups
- ▶ Read  
<http://blog.codinghorror.com/code-smells/>
- ▶ As a group, identify **three** code smells that are present in your COMP150 game code
- ▶ Discuss how you might go about refactoring to remove the smells

# Homework

- ▶ Read `https://www.thc.org/root/phun/unmaintain.html`
- ▶ Promise that you will never do any of these things!