**Code Review**

**Name:** William Hart

**Student Reviewed:** Josh Francis

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| Does the code conform to a consistent coding standard? | It does. It uses underlined variables throughout the entire code excusing the parts where the classes needed to be changed for the UnitTest. |
| Is the code well commented, easy to read and understand? | It is heavily commented which makes it easy to understand what all the functions within the code do. |
| Does the program function as intended? | Yes, the code works perfectly. Only required a few typedef’s. |
| Is the code well structured? | Yes. The more important functions are located towards the top whereas the functions that simply return a variable (less important) are located towards the bottom for easy finding. |
| Is vector and matrix math used correctly to draw and manipulation the position and orientation of the game objects? | Yes. All the math is correct, and my game objects move as intended. |
| Is there anything else noteworthy? | The comments are written very professionally, almost like they understand what the functions actually do. |
| How would you rate the quality of this project? | 5 🦆 out of 5 |
| What steps could be taken to resolve any quality issues? | N/A |