**Code Review**

**Name: Joshua James Francis**

**Student Reviewed: William Hart**

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| Does the code conform to a consistent coding standard? | Yes, the code is consistent. |
| Is the code well commented, easy to read and understand? | Yes, all code that explanation is needed has been commented. It would be good if the functions were commented a bit more in the header file. |
| Does the program function as intended? | Yes, after some renaming it worked as my program worked as it did before the code change. |
| Is the code well structured? | Yes, it is easy to see what everything does clearly. |
| Is vector and matrix math used correctly to draw and manipulation the position and orientation of the game objects? | Yes, the transformations and drawing work the same as it did before after I changed my code to use the naming of the new code. |
| Is there anything else noteworthy? | There was a rename that took place in the Matrix3 to change up and forwards to forwards and position that didn’t take place in Williams code. |
| How would you rate the quality of this project? | 98.3% Due to the undone renaming and the lack of comments in some places. The code works currently though. |
| What steps could be taken to resolve any quality issues? | The renaming of the Matrix3 implemented would be good and some more commenting done. |