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| Code Review Report |
| Project Summary |
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| Report Date | Project Name | Student Name / Number | Code Reviewer |
| *Date* 24/10/2023 | Multiplayer Menu: The Doors | *Josh Brown / s4204161* | *Billy Foulger* |

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| Project Summary |
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| **The Doors is a never-seen-before, profound and unique experience that contains an unorthodox atmosphere that becomes evident in its many Menu interactions. It's a Multiplayer game that allows many servers to be created and joined over a network. In addition, it has an abundance of in-game options that can customize your experience such as: Window Mode, Resolution, Max FPS, Vsync, Gamma and Volume. When Hosting a server, you can Create a name, select whether it's Public or Private as well as the Max players that the server can hold (2 - 4 players). Inside the Lobby Menu, you are able to see how many players are in the server through a Player List and if you are the host, you can select between 1 of 3 maps (Red\_Map, Green\_Map or Blue\_Map). So, what are you waiting for, Enter 'The Doors' Now!** |

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| Unit Testing |
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| Test Summary | Test Steps | Expected Result | Actual Result | notes |
| **Tested options Menu Return** | **Click on options menu.**  **Press the return key mid transition.** | **Should continue the transition.** | **Camera teleports to a different location and starts the return transition.** |  |
| **Creating server without a name** | **Don’t enter a name into the server.**  **Click create** | **Server shouldn’t be created.** | **Server wasn’t created.** | **Displayed an error log to the user.** |
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| BUG Tracking LOGRisk and issue history |
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| Bug Details | STEPS TO Reproduce | DATE Found | Date Resolved |
| **Options return bug** | **Click on options menu.**  **Press the return key mid transition.** | **24/10/2023** | **26/10/2023** |
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| Conclusions/Areas for further expansion |
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| ***Ultimately, you can polish the current bugs to make the overall experience more polished and refined. Making sure the UI also scales with the resolution is also another area that can be further expanded on.*** |

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| Project Checklist – (For Code Reviewer to fill in) |
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| task | notes |
| *What is the code supposed to do, and does it accomplish it? (Is the code easy to understand?)* | **Main Menu UI – Navigate between the options menu and the main menu. Functions correctly, no visible errors** |
| *Can this solution be simplified? (How?)* | **Main Menu UI – A new instance of the main menu is created, and the options menu is removed. This could instead be simplified by just hiding the inactive UIs and then displaying the active UI.** |
| *Can this solution be improved in terms of maintainability, readability, or performance?* | **Main Menu UI – Make the gaps between the nodes smaller, performance wise mentioned above.** |
| *Is the code modular enough? How reusable is it?* | **Main Menu UI – Code is relatively modular and reusable it would just require the different variables to be changed** |
| *Are there any best practices or design patterns that could improve this code?* | **The nodes are unorganized and the connections between the nodes are not straight and neatly connected.** |
| *Does this code adhere to Object-Oriented Principles, like the Single Responsibility Principle?* | **Yes** |
| *Can you think of any use case in which the code does not behave as intended?* | **Yes, the user can press the return to main menu key at any point during the main menu. This can result in the animations overlapping and glitching.** |
| *Are debug-logs user friendly?* | **Yes, they contain relevant information** |
| *Does the code contain user friendly comments or documentation? (Is it up to date?)* | **Yes, it is up to date and contains all relevant information 👍** |
| *Does the code make use of user data in a way that might raise privacy concerns?* | **There is an option to create a private session with a username and password. This may not be implemented into the final game so is likely to not be an issue.** |
| *Is the code ethical? Does it exploit behavioral patterns, introduce bias, or have the potential to cause harm?* | **Yes, there are no ethical concerns.** |
| *Is the code testable? If so, what automated tests have been added?* | **Yes, a debug log appears on the screen if the user tries to do something they shouldn’t attempt to do.** |
| *Are there portions of code that aren’t covered in testing?* | **No.** |
| *Were any parts of the code confusing or difficult to understand?* | **Yes, some aspects of the code were a little bit confusing and needed additional explanations/comments.** |
| *Any final comments or feedback:* | **Overall, the code is good and functional, it just needs to be tidied.** |
| *Signature/Date:* |  |