Peer Review

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| **NAME** | Harrison (reviewing Justin) |
| **DATE** | 23/04/2020 |

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| **Does the code conform to a consistent coding standard?** | Yes, for example, the use of CamelCasing and PascalCasing are apparent and used appropriately. Formatting is also consistent throughout the project.  thanks |
| **Is the code well commented, easy to read and understand?** | Comments are concise but provide detailed descriptions on what functions are doing.  thanks |
| **Does the program function as intended?** | Yes.  thanks |
| **Is the code well structured?** | Yes.  thanks |
| **Is the custom math library Vector & Matrix math used correctly to draw & manipulate the position & orientation of the game objects?** | Yes.  thanks |
| **Is there anything else noteworthy?** | Can have two players playing simultaneously against each other.  Thanks I thought that would be a good idea to reinforce everything I had done again |
| **How would you rate the quality of this project?** | 9.6/10  :D |
| **What steps could be taken to resolve any quality issues?** | Fix formatting.  Adding a class for tank can make the code a little less clustered.  That’s a great idea I would definitely see the benefits in having multiple classes separating things to read code more clearly as I’m always scrolling to certain spot and am like hmmm where is this again being able to click the class and having everything related to that would definitely make things much easier and cleaner |