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| Code Review Report |
| Project Summary |
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| Report Date | Project Name | Student Name / Number | Code Reviewer |
| *Date* 31/10/2023 | *Project* CT5108 Assignment 1 | *Name* Luke Moseley s4203133 | *Name* Adrien Moullec s4209664 |

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| Project Summary |
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| ***Description here…*** |

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| Unit Testing |
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| Test Summary | Test Steps | Expected Result | Actual Result | notes |
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| BUG Tracking LOG |
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| Bug Details | STEPS TO Reproduce | DATE Found | Date Resolved |
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| Conclusions/Areas for further expansion |
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| ***Conclusions here…*** |

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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?)* | **The code is supposed to navigate between multiple widget menus and have functional buttons. All of the buttons do their respective jobs and transition seamlessly. The blueprints are well commented.** |
| *Can this solution be simplified? (How?)* | **From what I can see, no. There are plenty of functions and clean sections of code that run effectively.** |
| *Can this solution be improved in terms of maintainability, readability, or performance?* | **Performance: looped procedures are done in c++ for a faster performance already.**  **Readability: There are colored comment boxes already, there could be some more in some actors that have a lot of nodes and no comment boxes.**  **Maintainability: Although there are many actors in the content bar, they are ordered well and it would be easy to go to specific actors and change particular codes due to the use of functions and events.** |
| *Is the code modular enough? How reusable is it?* | **The code is reusable, the UI is custom made and can be used in future projects and developed/changed to fit future games.** |
| *Are there any best practices or design patterns that could improve this code?* | **While OOP works well, it is difficult to track values between actors. Consider using interfaces more.** |
| *Does this code adhere to Object-Oriented Principles, like the Single Responsibility Principle?* | **It does, a lot of the buttons are inherited from a generic one and each button has its own function.** |
| *Can you think of any use case in which the code does not behave as intended?* | **During the game session, the character is not able to rejoin after leaving, although you are already aware of this issue.** |
| *Are debug-logs user friendly?* | **Debug logs when they appear are clear what they are referencing. There are not a large amount of debugs but it functions so they’re not needed.** |
| *Does the code contain user friendly comments or documentation? (Is it up to date?)* | **Yes, there are a lot of colored comment boxes and also the GitHub comments are were noted and plenty.** |
| *Does the code make use of user data in a way that might raise privacy concerns?* | **Not at all, it doesn’t ask for or display sensitive information** |
| *Is the code ethical? Does it exploit behavioral patterns, introduce bias, or have the potential to cause harm?* | **Not at all, it doesn’t ask for or display sensitive information** |
| *Is the code testable? If so, what automated tests have been added?* | **Debug logs have been added.**  **Standalone screens have been used to test the network.** |
| *Are there portions of code that aren’t covered in testing?* | **All the code from the game perspective is self-explanatory and easily visible from the player POV whether it works since the butt** |
| *Were any parts of the code confusing or difficult to understand?* | **The code is clearly labelled and flows well, there are no problems with interpreting them.** |
| *Any final comments or feedback:* | **You made a whole game with time limits, power ups and being able to choose game modes, it is difficult to find flaws in the game. One could argue the buttons could be developed further from just blocks but they do match the aesthetic you went for.** |
| *Signature/Date:* | **Adrien Moullec – 31/10/23** |