



Code Review Template

This template is to be completed and submitted by the Reviewer.

Names of the Reviewer: Nasih Mohamed Nazeem (Reviewing Game.java and Player.java and BlockingPlayer.java)

Name of the developer being reviewed: Nestor Chacin

Category	Comments /questions about of the reviewing group about the design documents	Responses by the developer (if any)
Spelling Mistakes	No spelling mistakes.	
Naming issues	Maintained the “variableName” format of naming methods and fields/variables.	
SOLID Principle Violations	Were there thoughts of creating an extra class for the creation of a new player, or did you go with the idea of setup for everything in Game.java? CreatePlayer is a long method, that needs some organization with regards to making it simpler and giving the method a single responsibility.	I tweaked Game.java a little bit, however, most of it was already set up the way it was. I did not think of creating another class solely for creating a player. In my eyes, creating a player is about the set up of the game, which should be included in Game.java
Lack of documentation	Documentation of the private fields in Game.java. Methods are missing documentation even if simple methods in BlockingPlayer.java. Missing documentation comments on fields and methods Documentation when used, is clean and to the point. Looks like the developer has learned HTML to make it clearer for those reading through their code.	Should add documentation for all methods to keep other developers in the loop and to easily clarify mistakes and misunderstandings within a team environment. Learning HTML has provided me with the ability to have clarity in my documentation.

Spacing	Inconsistencies when it comes to spacing of methods. This may have to do with undocumented methods due to simplicity, however, it may be easier to look through if there was separation between some methods.	This is something to work on, as spacing is important in terms of readability and not just looking at a wall of code, or single lines of code. I also noticed some of the lines went on for too long, so I could fix that by formatting the code appropriately.