

### ---Readability Review---

Author of the code review: Chris Johnson

Date of the code review: 3/11/22

Sprint number: 3

File being reviewed: LevelLoader

Author of the .cs file being reviewed: Zach Richter

Specific comments on what is readable and what is not:

Zach does a good job of making his variable and method names describe what he is doing, which makes it easy to read without comments or explanations. A comment might make sense with the switch case because it might not be as easy to read as the other parts of the code.

### ---Code Quality Review---

Author of the code review: Chris Johnson

Date of the code review: 3/11/22

Sprint number: 3

File being reviewed: LevelLoader

Author of the .cs file being reviewed: Zach Richter

Specific comments on code quality:

Very simple and creative code to load different parts of the level. Works well with the XMLParser to take what is written in the level XML file and turn it into actual objects on the screen. It is easy to integrate which shows strength in the code metrics discussed in class. It also allowed me to call these methods easily from outside the class. When he loads a new object, it has to add it to three different lists, so maybe there can be a separate single method to call that adds the object to the lists.