---Readability Review---

Author of the code review: Kevin Nguyen
Date of the code review: 2/13/22
Sprint number: 2

Name of the .cs file being reviewed:
All SpriteFactory .cs files
All enemy direction .cs files

Author of the .cs file being reviewed: Nick Rieder
Number of minutes taken to complete the review: 15

Specific comments on what is readable and what is not:
The Enemy files all follow the same pattern, which was easy to read.

---Code Quality Review---

Author of the code review: Kevin Nguyen
Date of the code review: 2/13/22
Sprint number: 2

Name of the .cs file being reviewed:
All SpriteFactory .cs files
All enemy direction .cs files

Author of the .cs file being reviewed: Nick Rieder

Specific comments on code quality:
Having the movement for every enemy be uniform in the way it is coded will help future
implementation and improvements for sure.

A hypothetical change to make to the game related to file being reviewed and how the current
implementation could or could not easily support that change:
Having every enemy class take in a enemy might be hard to put them into a list to iterate
through.
Consider initializing all enemies with a class and then passing that class into each enemy kind
of like an enemy factory class.