

### ---Readability Review---

Author of the code review: Yajat Dhawan  
Date of the code review: 2/17/22  
Sprint number: 2

Name of the .cs file being reviewed:

Enemies.cs  
EnemiesList.cs  
IEnemyState.cs

Author of the .cs file being reviewed: Kevin Nguyen  
Number of minutes taken to complete the review: 5

Specific comments on what is readable and what is not:

All files are readable and clear. The functionality is very clear and linked together properly for the rest of the enemy folders

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

Author of the code review: Yajat Dhawan  
Date of the code review: 2/17/22  
Sprint number: 2

Name of the .cs file being reviewed:

Block.cs  
BlockSpriteFactory.cs

Author of the .cs file being reviewed: Kevin Nguyen  
Number of minutes taken to complete the review: 5

Specific comments on code quality:

- Good job. Nothing major.

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

- We may have to remove the nextEnemy and previousEnemy as per the sprint requirements but the functionality works right now and probably could be made better by focusing on cohesion and coupling rather than just implementation