Author of the code review: Derek Johnson
Date of the code review: 4/20/2022
Sprint number: 5

File being reviewed: LevelLoader.cs

Author of the .cs file being reviewed: Zach Richter

The level loader was modified for sprint 5 to include the level loading for random levels as well as well as logic to set link coming through the right door as well as his direction. I really like this implementation because its clean and effective for all cases of link entering a door. The code for loading random levels is simple which is great because I thought it would take a lot more code for that.
---Code Quality Review---

Author of the code review: Derek Johnson
Date of the code review: 4/16/2022
Sprint number: 5

File being reviewed: UsingWeapon.cs

Author of the .cs file being reviewed: Nick Rieder

Our group had issues with Link attacking where link's body would move backwards instead of of Link's sword moving forwards. Nick was able to fix this which was really vital in damaging enemies with his sword. Otherwise we would have to to of hoped the enemies collide with his sword instead of the sword colliding with the enemy, which is not what we wanted.