---Readability Review---

Author of the code review: Kevin Nguyen
Date of the code review: 2/9/22
Sprint number: 2

Name of the .cs file being reviewed:
Game1.cs
ISpriteFactory,.cs
BlockSpriteFactory.cs
EnemySpriteFactory.cs
ItemSpriteFactory.cs
LinkSpriteFactory.cs

Author of the .cs file being reviewed: Chris Johnson
Number of minutes taken to complete the review: 2

Specific comments on what is readable and what is not:
All files are readable and clear. The spritesheet coordinates all look uniform and easily understood.

---Code Quality Review---

Author of the code review: Kevin Nguyen
Date of the code review: 2/9/22
Sprint number: 2

Name of the .cs file being reviewed:
Game1.cs
ISpriteFactory,.cs
BlockSpriteFactory.cs
EnemySpriteFactory.cs
ItemSpriteFactory.cs
LinkSpriteFactory.cs

Author of the .cs file being reviewed: Chris Johnson

Specific comments on code quality:
We will probably have to combine all these different sprite factories into one class, but for now this is good.

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
Combining all these SpriteFactory files into one shouldn't cause any problems in the future.