

---Readability Review---

Author of the code review: Kevin Nguyen  
Date of the code review: 4/17/2022  
Sprint number: 5

File being reviewed: BossAttacking.cs

Author of the .cs file being reviewed: Derek Johnson

The Boss implementation follows pretty strictly to the behavior of the other enemies, making the code very easy to navigate. The use of the state pattern allowed for minimal clutter changing the boss from an attacking state to other movement states.

---Code Quality Review---

Author of the code review: Kevin Nguyen  
Date of the code review: 4/17/2022  
Sprint number: 5

File being reviewed: BossAttacking.cs

Author of the .cs file being reviewed: Derek Johnson

The Boss implementation follows pretty strictly to the behavior of the other enemies, which allows for a unified quality of code. The state pattern allowed for many of the enemies, including the boss, to easily switch between movement and attacking states. This meant less coupling, and the quality of code for the boss attacking state was good overall.