

---Readability Review---

Author of the code review: Nick Rieder
Date of the code review: 4/21/2022
Sprint number: 5

File being reviewed: TakingDamage.cs

Author of the .cs file being reviewed: Kevin Nguyen

Specific comments on what is readable and what is not: Kevin added some logic in TakingDamage.cs to iron out our bugs with collision. It's succinct and easy to understand. Variables are used instead of magic numbers.

---Code Quality Review---

Author of the code review: Nick Rieder
Date of the code review: 4/21/2022
Sprint number: 5

File being reviewed: Enemies.cs

Author of the .cs file being reviewed: Derek Johnson

Specific comments on code quality: Logic was added to remove enemies from the playing area once their health reaches 0. To do this, a function in the game object manager is called to remove from all the lists which is very efficient and easy to understand.