

---Readability Review---

Author of the code review: Derek Johnson

Date of the code review: 3/10/22

Sprint number: 3

File being reviewed: CollisionDetector.cs

Author of the .cs file being reviewed: Kevin Nguyen

Specific comments on what is readable and what is not:

The detector is a bit different than the other files because we have to know what side the collision occurred on, requiring some comparisons of rectangles. The intersectingArea logic took me a second to understand but it made sense going through it line by line.

---Code Quality Review---

Author of the code review: Derek Johnson

Date of the code review: 2/15/22

Sprint number: 2

Author of the .cs file being reviewed: Kevin Nguyen

Specific comments on code quality:

Overall quality of this file is excellent. It's probably the cleanest version possible with our design. What I really like is how we used a nested foreach to detect collisions for all possible sprites. This design detects that there is a collision, and hands it off to the handler which is exactly what this file should do.