

---Readability Review---

Author of the code review: Yajat Dhawan  
Date of the code review: 2/15/22  
Sprint number: 2

Name of the .cs file being reviewed:  
Block.cs  
BlockSpriteFactory.cs

Author of the .cs file being reviewed: Chris Johnson  
Number of minutes taken to complete the review: 5

Specific comments on what is readable and what is not:  
All files are readable and clear. The sprite factories and block class are all coherent and linked properly

---Code Quality Review---

Author of the code review: Yajat Dhawan  
Date of the code review: 2/15/22  
Sprint number: 2

Name of the .cs file being reviewed:  
Block.cs  
BlockSpriteFactory.cs

Author of the .cs file being reviewed: Chris Johnson  
Number of minutes taken to complete the review: 5

Specific comments on code quality:  
- Good job. Nothing major.

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

- Once the sprite factories are compiled into one, there may be some changes made. Plus when we make a Sprite object, other changes to remove redundancies will have to be made.