

---Readability Review---

Author of the code review: Zach Richter

Date of the code review: 2/12/22

Sprint number: 2

Name of the .cs file being reviewed:

StandingFacingDown

Author of the .cs file being reviewed: Nick Rieder

Number of minutes taken to complete the review: 3

Specific comments on what is readable and what is not:

The code is pretty readable but there is a lack of comments. Most of the code is pretty clear but the code in the MoveDown method should definitely have comments so it is easier to understand what it does

---Code Quality Review---

Author of the code review: Zach Richter

Date of the code review: 2/17/22

Sprint number: 2

Name of the .cs file being reviewed:

BoomerangRight.cs

Author of the .cs file being reviewed: Yajat Dhawan

Specific comments on code quality: 5

There is a lot of problems with this code. Passing link as a parameter just to get his position seems worse than creating a method within the Link class that gets his position and using that instead. Also, the if-else in the draw function could easily be put into 1 line by putting the frames and rectangles into a list. Also since I know that all the frames of the Boomerang are the same size, there should only need to be 1 destination rectangle, not 3. There's definitely a better way to do this class than passing link and sprite factory as parameters.