

---Readability Review---

Author of the code review: Yajat Dhawan
Date of the code review: 2/17/22
Sprint number: 2

Name of the .cs file being reviewed:

Enemies.cs
EnemiesList.cs
IEnemyState.cs
IEnemy.cs

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

Specific comments on what is readable and what is not:

Derek worked on the base classes for the Enemy folder with animation and movement and built up the main functionality. Kevin then went in and worked on the extra features. It is very clearly written. Goodjob.

---Code Quality Review---

Author of the code review: Yajat Dhawan
Date of the code review: 2/17/22
Sprint number: 2

Name of the .cs file being reviewed:

Enemies.cs
EnemiesList.cs
IEnemyState.cs
IEnemy.cs

Author of the .cs file being reviewed: Derek 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 we make the sprite object, and compile the spritefactories, there are bound to be some changes for the animation and movement that we will need to change/implement