---Readability Review---

Author of the code review: Derek Johnson
Date of the code review: 2/15/22
Sprint number: 2

Folders being reviews: Darknut, Goriya, Dragon, Snake in the Enemy folder

Author of the .cs file being reviewed: Kevin Nguyen

Specific comments on what is readable and what is not:
Overall code is clear and easy to read. We will need to refactor the enemy sheets objects and the sprite factory but that isn't an issue this sprint because we were trying to get everything down and working.

---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:
My only slight concern is the code quality of Goriya attacking. It is coded correctly and it works, but there might be a better way to do it. For the enemies in general, I think we need to refactor the random number movement. The enemies seem to turn too fast for how much they are moving in each direction because in an actual level in a future sprint we might not want them to turn that fast.