

---Readability Review---

Author of the code review: Zach Richter

Date of the code review: 3/2/22

Sprint number: 3

File being reviewed: GameObjectManager.cs

Author of the .cs file being reviewed: Kevin Nguyen

Specific comments on what is readable and what is not:

Even without many comments, the code is very readable and understandable because the variable and method names are very specific. Might want to add comments for the SetBackgroundRoom because it is not very clear what it is supposed to be doing

---Code Quality Review---

Author of the code review: Zach Richter

Date of the code review: 3/9/22

Sprint number: 3

File being reviewed: NewDirectionalLinkSprite.cs

Author of the .cs file being reviewed: Nick Rieder

Specific comments on code quality:

Very simple implementation to make the state pattern less complex. I like that this code allows us to drastically cut down the number of files he has for the link state pattern. My only gripe is to maybe have a SetCurrState Method that is called instead of doing link.currState =.