---Readability Review---

Author of the code review: Chris Johnson
Date of the code review: 2/8/22
Sprint number: 2

Name of the .cs files being reviewed:
DownMovingEnemyState.cs
Enemy.cs
IEnemyState.cs

Author of the .cs file being reviewed: Kevin Nguyen
Number of minutes taken to complete the review: 3

Specific comments on what is readable and what is not:
All files are readable and clear. This code was more of a skeleton for us to base our code off of, the structure is easy to follow.

---Code Quality Review---

Author of the code review: Chris Johnson
Date of the code review: 2/8/22
Sprint number: 2

Name of the .cs file being reviewed:
DownMovingEnemyState.cs
Enemy.cs
IEnemyState.cs

Author of the .cs file being reviewed: Chris Johnson

Specific comments on code quality:
The design is good but I am sure that there will be changes as we work through more state classes.

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:
Instead of having 4 different attacks, with attackup, attackdown, etc, we can cause it to be data-driven so that we can say attack and the enemy will know which way it is going to attack. Something that can be revisited later as we concentrate our efforts on building the initial structure of the game.