---Readability Review---

Author of the code review: Zach Richter
Date of the code review: 4/20/2022
Sprint number: 5

File being reviewed: RoomWriter.cs

Author of the .cs file being reviewed: Chris Johnson

While the file looks pretty cluttered I think that is pretty unavoidable due to the nature of what the class does. About 80% of the lines in this thing are Write statements. I do think these blocks of WriteStatements are well commented to document what exactly they do and make it look much less like a bunch of jumbled code

---Code Quality Review---

Author of the code review: Zach Richter
Date of the code review: 4/16/2022
Sprint number: 5

File being reviewed: CollisionHandler.cs

Author of the .cs file being reviewed: Kevin Nguyen

I think this class is done great. The use of dictionaries makes it so you can do the whole HandleCollision method in a couple of lines, and also makes it more data-driven. All you have to do to add a new collision is create the command saying what happens, and then add it to the dictionary, similar to the KeyboardController class.