

---Readability Review---

Author of code review: Nick Rieder

Date of code review:

Sprint number: 3

File being reviewed: CollisionHandler.cs

Author of .cs file being reviewed: Kevin Nguyen

Specific comments on what is readable and what is not:

I consider the code in CollisionHandler.cs to be quite easy to understand. Names of variables and methods are descriptive, and methods are concise with the use of the methods created.

Time taken to review: 5 minutes

---Code Quality Review---

Author of code review: Nick Rieder

Date of code review:

Sprint number: 3

File being reviewed: CollisionHandler.cs

Author of .cs file being reviewed:

Specific comments on code quality:

This handler deals with keeping Link from phasing into walls, blocks, and enemies when walking around. It does its job well and the code used to prevent phasing is intuitive and easy to understand. A possible change would be to add some extra features when a collision is handled, like link getting pushed back a little when hitting a block.