---Readability Review---

Author of the code review: Derek Johnson

Date of the code review: 4/5/22

Sprint number: 4

File being reviewed: EnemyDamagingProjectile.cs

Author of the .cs file being reviewed: Kevin Nguyen

Specific comments on what is readable and what is not:

To someone who hasn’t worked on this class, it can be confusing as to what is going on. This class is a super class for each enemy projectile. It takes in an Enemies enemy and a String defining the projectile type. The CenterProjectilePosition method is pretty confusing at first glance as to what is going on. However, other than that, everything is readable and pretty self explanatory as to what is going on.

---Code Quality Review---

Author of the code review: Derek Johnson

Date of the code review: 4/6/22

Sprint number: 4

File being reviewed: EnemyDamagingProjectile.cs

Author of the .cs file being reviewed: Kevin Nguyen

Specific comments on code quality:

Overall the quality of this code I feel like is good but could be better. EnemyDamagingProjectile acts like a “projectile manager” which is fine, but I feel like we could split it up into different classes to make it cleaner. Also, when we make a new “damaging fireball” for example, the way you have it designed is we have to pass a string referring to the projectile type, but we already know what the projectile type is based on the name of the constructor name. So in my eyes, passing in a String isn’t the most efficient way, but I see how we need it if the EnemyDamagingProjectile is acting like a “projectile manager” for enemy projectiles.