---Readability Review---

Author of the code review: Zach Richter

Date of the code review: 4/4/22

Sprint number: 4

File being reviewed: SoundFactory.cs

Author of the .cs file being reviewed: Derek Johnson

Pretty simple class and has good readability. All of the variable and method names are very clear as to what they do.

---Code Quality Review---

Author of the code review: Zach Richter

Date of the code review: 4/2/22

Sprint number: 4

File being reviewed: GamePadController.cs

Author of the .cs file being reviewed: Yajat Dhawan

Specific comments on code quality:

This class is very similar to our keyboard controller class in terms of design, which I think is one of the most well-designed classes in our project (not to brag). Some critiques are that it uses a lot of it and if-else, could be changed to a switch in most cases. Also, the main reason the design in the Keyboard Controller is so tight is the dictionary allows things to be done in one foreach loop, which is not really capitalized on here.