

TEAM 18 Code Review

Code Review for Telloble

The code segment that will be reviewed in this review is the JavaScript file, Board.js. Board.js is the part of the Telloble game code artifact that deals with creating and displaying the board logic as well as track player's movement across the board. As of 11/17/2021, the moderator Oluwanifemi Fadahunsi conducted the inspection process of this file and generated these faults.

1. Code redundancy
2. Improper tracking of the player
3. Lack of comments

- Code redundancy

The aspect of the code with this fault is in the movePlayer function. The behavior of this function is to ensure proper tracking and movement of the player across the board grid, but the function also contained logic to print the player as it moved through which was already being achieved by another function in the code called printPlayer. printPlayer and movePlayer shared the same code syntax to print the player, hence making the code block redundant. Yuri Martinez was assigned to fix this fault. The fault was fixed by having movePlayer make a function call to printPlayer as opposed to just having the exact same block of code. This fix optimized the function and reduced the lines of code, hence removing dirty code.

- Improper tracking of player

The function that was used to set the user's position in the board array; setPos, only contained logic that checked if that spot was empty, it didn't contain a code branch for what will happen when another player was on that same spot. Hence, when a player lands in the same spot as another player, the player contained in that spot gets sent back to the starting position i.e., set to 0 in the board array. This is because their position would get overwritten by the incoming player as 2 items can't be set in the same spot in array. Anna Burns was assigned to fix this fault. The fault was fixed by implementing a new feature in the code whereby when a player lands on a spot where another player is they get to swap positions rather than the player be set to 0. With this fix, the issue of having two players exist on one spot was eliminated, the setPos function was able to cover every possible scenario that can happen in a player's movement and a new feature was added to the game.

- No comments

In the board.js file there were no comments to explain what each function and variable meant which affected the code inspection as there was no guidance that explained the goal each function was to achieve.

This code fault was fixed by Oluwanifemi Fadahunsi. The fault was fixed by walking through the code and making prologue comments as specified by requirements in the project. Functions that returned something were assigned a @return block that stated what the function returned, functions that needed a parameter to run were assigned @param blocks that listed the parameters passed and their types, while functions that needed a requirement to be fulfilled before they could run were assigned a @pre block that stated what needed to be fulfilled for that function to work. The aftermath of the function running was explained in @post blocks and explanation on further working of the code was outlined in @brief blocks.