

Code review Report

Parm:

1. Poorly Structured Code

- I Noticed that the IndividualWorldAsset class's only purpose was to set its corresponding objects to be BufferedImages. These objects were only used 3 times in the MainMap class in order to create wall, grass, and pit tiles. Due to this I was able to completely remove the IndividualWorldAssets class by directly setting the wall, grass, and pit IndividualWorldAssets object to be bufferedImages instead of. This class was removed in a push on Dec. 1st, 2021, at 6:20pm.

2. Bad/Consusing Variable Names

- I Noticed that the fire field in the MainMap class was not correctly named. The name of the fields in this class directly relate to what tile is being displayed to the screen. For example the wall field is for the walls in the game and the grass field is for the grass in the game. The fire field is named wrong as it is used to display the pit ground tiles in the game, not fire. Due to this I changed its name to "pit." This name was changed in a push on Dec. 1st, 2021 at 6:59pm.

3. Lack of Documentation

- I noticed that some of the java doc comments in the GamePanel class were not set up properly. They had the base java doc skeleton (no description just stated the parameters) but were not filled out. Due to this I fixed these java doc comments by further filling them out. I also added a citation at the top of the class to RyiSnow's youtube tutorial as we followed this tutorial during the start of phase 2. I added and fixed these comments in a push on Dec. 1, 2021 at 9:5am, 4:36pm, and 4:59pm.

4. Lack of Documentation

- I noticed we did not have a citation to RyiSnow's youtube tutorial in the MainMap class. We used the idea of reading in a blueprint file for our game levels from this tutorial. Due to this I added the citation at the top of the class in a comment.

5. Unused or Useless Variables

- I noticed inside of the Coin, Key, Shield, and Sword classes there was a KeyHandler field that was not being used. The field was being used in the constructors but other than that field did not serve any use in the class. Due to this I removed the field from the classes, updated their constructors, and changed all calls to their constructor in the rest of the code. I made these changes in a push on Dec. 1st, 2021 between 5:12pm and 6:02pm.

6. Unused Class

- I noticed we had a Sound class in our code that we did not use. There were no places in our code that created objects of this class or used this class in any way. Due to this I completely deleted the Sound class from our code. I removed this class in a push on Dec. 1, 2021 at 12:02pm.

7. Unused Import Statements

- I noticed a large amount of our game classes and test classes had unused import statements. Due to this I removed all of them from our code. I made these changes via a push on Dec. 3, 2021 at between 11:09pm and 11:12pm.

8. classes that are too large and/or try to do too much

- I noticed the MainPlayerTest class was getting too large because I was trying to add every single test related to the player into this class. I decided to move all player collision tests into a new class called CollisionsTest class. This drastically reduced the size of the MainPlayerTest class at the time and kept it at this reduced size as we further added tests. I made these changes via a push on Dec. 1, 2021 11:22pm.

Aman:

Lack of Documentation

- Added comments in the GamePanel class to briefly explain the use of Graphics2D class. It explains the usage and components of Graphics2D class. Also Added comments under the GamePanel class to briefly demonstrate the usage of dispose() function. Made these changes via push on Dec 9th, 2021 at 3:22 pm.

- Added comments in the HeadsUpDisplay class to explain one of the main draw functions. Pretty much explains the different elements being displayed in the HUD. Made these changes via push on Dec10, 2021 at 1:21pm.

Most of the refactoring is already done and mentioned in the phase3, but Parm and I were able to find bad smells in the code and refactor whenever possible.