name author
name reviewer
review subject title
topic:
does the code work?
do you get warnings?
overall first impression
file names clear?
variable names clear?
method names clear?
class names clear?
private/public access modifiers?
class names PascalCase?
_ for private members?
variable names camelCase?
private methods camelCase?
public methods PascalCase?
braces curled or uncurled?
booleans start with verb?
are there comments added?

methods no longer than one screen?

methods only one task?
a lot of Booleans or enums?
switch..case instead of a lot of ifs?
no while loops?
no weird looking for loops?
no code repetition?
who is creating objects?
who destroys them?
are there obvious pitfalls (objects used without
null check?)

do objects have a clear responsibility?

do classes depend on each other?
is that dependency needed?

Ryan
Bram
Game
feedback:
Yes it works
No
Everything seems clear
Yes
Yes it is clear
Yes
Yes
Yes
Yes
Only in MyGame.cs not
Yes
Yes
Yes
Uncurled
-
Yes there are comments

Only the SpawnStationry method in StationryContainer.cs and Update in PlayerCar.cs

Yes
No
No
No while loops
No weird stuff
No
MyGame.cs
Noting

Nope

Yes

Yes
Yes