

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

Jacques

Micro Machines

feedback:

From what is present, yes

Yes, due to enum implementation

Game looks like its nearing full functionality, will serve as a good framework

File names are clear

Slightly ambiguous, but are mostly clear given the class they are present in

Mostly clear, however not too many methods are present

Class names are clear on what they are

Lots of public classes are present, none as I can see have private

Yes

Yes

Yes

Yes

Yes

Uncurled

N/A

Yes, but could use more

Yes

Yes

Enums being used

Not yet

None

None

Not as far as visible

MyGame is creating objects, and so is stationary container

N/A

None as seen

Yes

Not as seen

Not as seen