### Peer-Review Activity

#### Overview

You are required to submit your graphical test application for review by your peers. You are also required to participate in the review of a graphical test application of one or more of your peers. This exercise forms part of your assessment.

You may participate in the peer review while you are still programming your graphical test application, or when upon completion of your application. It is recommended you participate in both peer-review sessions, regardless of what state of completion your application is in.

#### Procedure

The peer-review session will only review the graphical test application.

Take the project for your graphical test application and remove all of your custom Vector and Matrix classes.

You will then give this project (with Vector and Matrix classes removed) to one of your peers, who will test your application using their own maths classes. If you, and they, have written their Vector and Matrix classes to conform to the requirements outlined in the *Assessment Description* section, then the peer-review can proceed.

You should conduct this review together so that any errors that are encountered when integrating different math classes with your application can be solved collaboratively.

If your application cannot be linked with another student’s math classes, this result should be recorded. You should then identify and solve the relevant errors and attempt the review again (either on the same day, or during the next review session).

Once your project is set up and linked correctly, record feedback on the following questions:

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| --- | --- |
| Author of project being reviewed: | Conner Fettes |
| Reviewer: | Blake Peck |
| Date: | 7/04/2021 |

|  |  |
| --- | --- |
| Does the code conform to a consistent coding standard?  Note the relevant coding standard and list places where the code can be improved. | The name of variables al start when lowercase while functions start with upper case letters. When Defining variables most than not are separated for variables that are public, private, and protected. There are no empty space unless a gap between functions.  In the file LineOfSight line 152 has an empty space that should be removed. |
| Is the code well commented, easy to read and understand?  List at least one area for improvement or practice you can apply to your own programming. | The code isn’t commented that explains what is happen, and the comments are just code commented out that are not being used. |
| Does the program function as intended?  Comment on the mechanics of the application. Note any variation from the brief.  Does the program perform identically on different machines? | The program function as it was intended to function with the level running and all actions taking place.  Not only is it not a tank game the figure has laser eyes and are able to eat. When certain action is casted the screen shakes, a bar that fills up as the figure eats which puts texts when full.  Yes, the program run fine just like on the machine it was made on. |
| Is the code well structured?  List at least one area for improvement or practice you can apply to your own programming. | The code is well structured, not messy or hard to follow and read the code.  Have my code structure the same for the whole project not just one file so I can understand it better. |
| Is vector and matrix math used correctly to draw and manipulation the position and orientation of the game objects?  Note any differences in how calculations are performed between this program and your own. | Yes, as the code makes it so the character can move on the x-axis and y-axis, can collied into object to move their position, to pull objects closer to the character position from the previous position.  With the calculation different a main one being that they a cap to their speed, so the figure does not keep on gaining speed as it runs. |
| Is there anything else noteworthy? | There is a camara class that follows the figure pin to the middle of the screen. |
| How would you rate the quality of this project? | Very great quality for this project as they not only got what was needed to pass but went further to refine and make it different to others. |
| What steps could be taken to resolve any quality issues? | Look over code to notice any lines of code that could be deleted. |

Record the name of the reviewer, along with their responses.

Compile a document (in MSWord or PDF format) that contains all results from all peer review sessions. Also record the names of the people for whom you reviewed code.

Ensure you include a brief outline of any steps you took to resolve any quality issues found in your project.

#### Submission

You will need to submit the following:

* A document in MSWord or PDF format containing the results of the peer review sessions.

#### Submission Checklist

|  |  |
| --- | --- |
| You have participated in at least one peer review session |  |
| The results of all peer review sessions have been recorded (you may use the table above for guidance) |  |
| The name of the review(s) has been recorded, along with their feedback |  |
| You have listed the names of all people for whom you have reviewed code |  |
| The document is neatly typed, with appropriate headings and sub-headings, date, and your name |  |
| Any steps taken to address any quality issues found have been listed |  |