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CMPT 276 Assignment 3 Code Review Report

During phase 2 we were eager to implement many interesting features, however we did not end up completing some of them. Most code smells were linked to leftover unimplemented methods and imports linked to these ideas and features which never got used and created warnings in our code. We also added more comments in areas that could have been confusing to read. Below is a table of the changes we made, the reason for the change, and the commit ID.

Change	Reason	Commit
Removed constant values for directions in App.java	No longer used	ae697bc89212bcd195b75e49 d56d22ddc79faafd
Removed int currentLevel from App.java	No longer needed as changing level is handled in Map.java	e79cf9d2aceb4547ee1094cb 70e1b3fcfce46a35
Removed setEntityXBound() and setEntityYBound() from App.java	This functionality is already in Entity.java	ceeff73602b0791fa6cd0895fd c8f8b270cabcea
Comments added to run() in App.java	Logic behind game loop was not immediately clear without explanation	Ad0da632cc3d65c1db093f64 e62e1b772433ea5f,
Removed unused imports	Refactoring code left unnecessary imports in many files	5241f4e108b3392e8e5b666f 17b115e030cf41c8, f03540edf271342171fadc749 b777694bca95fd0, 963c89a046c9be75ce1d7431 064bc8a231498a3e, f357464bdb5e4c58bfd63396 7125164340e32f08, 1694c72096aed9ae4520b3a d97899fb5a7a32bdb, 4f9c0f908929ecf895a46ed3d ef39f549a7781aa, a63a115bca757c07818946e9 32b900b73b98085d, 2bc79287a68bd5e9c8194078 90675bc39b6f9002, 592aa205dfdaa0830a723a0c 1887f2fd5ba4043f, a22d3ac6d5b87d8f6584d97a def0bc39681d0db7

Removed isPaused, pause(), and unpause() from entity.java	Pausing was not implemented so methods and variables for it were not needed.	8b8c441d5523f14f577242e4 0dc7f37dd272f90c
Removed goalSprite from Maps.java Removed spritesheet from constructor of Maps.java	All entities handle their own rendering, so there is no need for the Maps class to render map objects or store their sprites anymore.	ae1092fbba8031be6ca70f3d 018efcbc49b5cb9e
Removed getCurrentMap from Maps.java Removed changeMap in Maps.java Removed generateNextMap in Maps.java Removed generateFirstMap in Maps.java	At the time of refactoring the plans for multiple maps had been scrapped, so the methods for multiple maps weren't needed. Multiple maps were added later so some functions were added back.	073f9774bec86644a166e0f7 d7a7c47fc161dd8b, fce47aeb66113518ad2cbbb2 d777b34c10390c1e
Added .vscode files to .gitignore	Pushing vscode files is unnecessary and could possibly break code	074acfbfba01567dc3086c00b 0c304da0623b1bc