Peer Review

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| **NAME** | LEN FARAG (REVIEWING OSCAR SMITH) |
| **DATE** | 24/4/20 |

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| **Does the code conform to a consistent coding standard?** | Yes. All update functions were listed in the same place. Objects were named consistently, and code was spaced out nicely.  Thank :) |
| **Is the code well commented, easy to read and understand?** | It could use some more comments, but Oscar made it clear that commenting is still a WIP. Existing comments were clear and precise.  Added comments to functions and important features. |
| **Does the program function as intended?** | Yes, the tank moves around predictably. The Math Library performs the correct calculations, as evidenced in the working test project. |
| **Is the code well structured?** | Structuring could be something to be improved on. Perhaps ‘regions’ can be used to add collapsible sections. Comments can also be used to clearly label sections of code.  I have inplemented some regions into my project to contain features in the main game function to seperate |
| **Is the custom math library Vector & Matrix math used correctly to draw & manipulate the position & orientation of the game objects?** | The math library was consistent and as far as I could determine, correct. Again, this is evidenced by the working test project. |
| **Is there anything else noteworthy?** | I’ve suggested to Oscar to move GameObject specific functionality to a virtual/override non-static function per gameObject. This could free up his code, and make it expandable.  Wasn't 100 percent sure about how I could of implemented this but I'll consider it int he future :) |
| **How would you rate the quality of this project?** | 8/10 – The code had intuitive names for variables and functions, the project was separated into classes, and basic tank functions were all there. Oscar has explained that he is still working on secondary functions like tank firing and collision detection is also on the list. |
| **What steps could be taken to resolve any quality issues?** | Commenting can be used more. As it is now, his code is structured intuitively, so commenting is not essential at this stage, but that’s a WIP. Typing functionality to classes inherited from GameObject class can also greatly improve the efficiency of Oscar’s code, and make it less tedious to go through and add functionality to each object that is created.  I did think about including functions in classes but just to get the product out quicker and keep it straight forward while I was still trying to understand, I left it as it was. |