Code Review

1. Unused or useless variables
   - Delete unused variables (e.g., x_pos …) in Gamepanel class (commit #: 0caf12c8)
2. Lack of Documentation
   - Add more documentation to Gamepanel class (commit #:ec0921bf)
   - Add some documentation for Control class(commit #280c07df)
   - Add documentation for Tile class (commit #: a3e4787d)
3. Confusing Class hierarchy
   - Changed the Reward package to staticObject because not all classes inside the Reward package are rewards so this causes confusion. (commit #: 26f22cc1)
4. Method that too long and that could benefit from being refactored
   - Refactored the long update() method in Bunny class by creating another method and calling that method inside update(). (commit #: c67611ee)
   - Control keyPressed() method can be refactored because we can separate game states too (commit #280c07df)
   - UI draw() method too long that some game states could refactor by using small method (commit #d637c80a)
   - PlaceSetter SetThing() method have similar operation(commit #: 47285636)
   - Add utilityTool class to make some similar operation into this class, move SetReward() into it. (Commit #887ad5b6)
5. bad/confusing variable names
   - Change variable names in check() method in CollisonCheck class to make it more meaningful. (Commit #: e9421f80)
6. Comments
   - Removed unnecessary comments in the bunny class (commit #: 4d97e9d6)
   - Make comment more concise and not confusing in Control class (commit #:c58138ff)