**CMPT 370 D1**

**CONSTRUCTION DOCUMENT**

Nov 26, 2016

**CODE REVIEW**

For our code review, we met to review the game class in our system. This is the largest piece of the system, and acts as the controller. We felt this was a good choice for review because it is the most complicated class, and it interfaces with almost all other classes in some way. Much of the game logic and communication takes place in the game class. Each feature interacts with it in a specific way, and understanding the layout and design of all of the functions within is crucial for further development.

We booked a room in spinks with a projector so we could display the code for everyone to see. We had the people who wrote the functions in the class describe an overview of what the function does, and then delve into more details. We asked a lot of questions, and made sure everyone was on the same page with each piece. We also discussed future improvements and plans for the class.

We mainly discussed the effectiveness and functionality of the code itself. We discussed proper commenting and documenting procedures as well. We had discussions about how the game will communicate with the server, RobotLibrarian, and the view.

**PAIRED PROGRAMMING**

**NICO DIMAANO**

**NIKLASS NEIJMEIJER**

**KYLE SEIDENTHAL**

**BRENDON STERMA**

**JIAWEI ZANG**

**CHANGES FROM DESIGN**