***We did most of our code reviews in person, so the reviewers told the authors of the code what needed to be changed and took notes here. After reviewing the code, the authors made the necessary changes and recommitted the revised files.***

*GitHub Pull Request allows you to see what files has changed and what lines are change as they are being pulled to the master. We had title descriptions for what was going to change during the commit, but we did not comment within the GitHub files because we did most of the code review in person and documented here.*

***Code Review Standards: (for each of the reviews below)***

***-check to ensure the format of the code looks good***

***-check to make sure that comments are properly used***

***-check to see if the algorithms used are efficient and correct***

*Commits made in our old Repository (Starting April 24th - April 28th)*

*\*Note: As a group we only realized on the 28th that the way we were using Github incorrectly which was when we switched to an organization instead. Because of this there were multiple commits in the repository above we didn’t actually mean to commit and they do not have code reviews.*

**April 24th:**

*Commit by winglam, nhlien93, dxyliang, code review by fuskor*

*code version : a69974828259ac8fbe06f1938557eb856cfba06d*

*files being examined: SinglePlayerModel.java*

- Style isn’t done correctly yet; this will be fixed later

- Should make the model extend observable

- Add the UI into the model as a field

- Maybe add some get methods for the different fields?

- Remember to implement all the TODOs

Result: fixed the issues specified

*Commit by cdallas, no code review done:*

*code version : aa2295514c70fd30bb2c977b5d007ea7da6831c9*

*files being examined: SinglePlayerUI.java*

- Only the basic skeleton is done; nothing is implemented yet

- Make sure that all method have javadocs later on

Result: ready to be checked-in

**April 26th:**

*Commit by cdallas, code review by nhlien93:*

*code version : ccdc3496dc21582e928e087fc70b23adc6e3e893*

*files being examined: animal files inside res/drawable-ldpi, background and xml files inside res/drawable. activity\_pregame\_selection.xml*

- Pictures were added

- xml file for the pre-game selection screen was made

- Buttons are wrapping now which is nice

- Remember to make one indentation 4 spaces instead of a tab

Result: ready to be checked-in

**April 28th:**

*Commit by winglam, nhlien93, dxyliang, code review by fuskor:*

*code version : 56fc7fc398eeaf539e7f561cc5b80eb4a49a43ff*

*files being examined: SinglePlayerModel.java*

- Style seems good, but remember to write better internal comments

- Maybe try refactoring so that notifyOberserver() gets called only once to update the score, the new word, and whatever else whenever a word gets correctly typed.

Result: ready to be checked-in

*Commit by cdallas, code review by nhlien93:*

*code version : 85fc1ec0255c51fa100057f34022b7467e0fd8fd*

*files being examined: AdroidManifest.xml, activity\_pregame\_selection.xml, activity\_title\_page.xml, PreGameSelection.java*

- Pre-game selection xml file was submitted

- Make it obvious when the difficulty/animal/background buttons get chosen

- Buttons might look better smaller

- Possibility for an additional feature later: make the selection options wrap so the scroll loops back to the first animal when you reach the end

Result: ready to be checked-in

*Commits made in our current Repository (Starting April 29th)*

*\*Note: We are still trying to understand how to commit changes to the master repository so there are many merge comments that don’t have any changed code and therefore will not have code reviews.*

**April 29th:**

*Commit by cdallas, code review by nhlien93:*

*code version : 1c29a2b7366e49600077f0ef461b1e603661cac9*

*files being examined: AdroidManifest.xml, activity\_pregame\_selection.xml, activity\_title\_page.xml, PreGameSelection.java*

- Didn’t actually do much coding; just made new skeleton activities for each of the different options on the title screen.

- Still need to finish some of the code.

- Style looks good

- Words in TextView are off by one, instead of starting at “.../word1” it should be “.../word0” to make looping over them easier / cleaner

Result: ready to be checked-in

**April 30th:**

*Commit by littlpunk, code review by oaknguyen:*

*code version : b6ebfdc011709b01968e3af7774803d95d7fad08*

*files being examined: AdroidManifest.xml, xml files inside layout (most are just dummies), activity\_title\_page.xml, xml files in menu, Leaderboard.java, Options.java, PreGameSelection.java, PreGameSelectionMulti.java, TitlePage.java*

- Bug with the timer? (check to make sure it works)

- For javadocs, remember to write a short summary of what each method is doing

- Try to add more internal comments so that it’s easier to know what happens

- Otherwise, style looks good

- Remember to do all the TODOs

Result: ready to be checked-in

*Commit by dyxliang - no code review done*

*code version : c5d875a46802602b2ad14c657a5e9eddf2ebccb6*

*files being examined: README.md*

- Configured so that when committing, everything in bin gets ignored but the apk

- Wrote the README file which seems good, maybe add more detail later

*Commit by dyxliang, code review by littlpunk:*

*code version : 1882b223d5bee8f55b89cd85994ddaf85a48be65*

*files being examined: SinglePlayerModel.java*

- Style and comments were added

- Javadocs seems good on the methods that they’ve been done for, but still need a little more

- Question about using > vs >= (line 129 in the new code). Make this question is answered & can be done correctly.

Result: ready to be checked-in

*Commit by dyxliang, code review by littlpunk:*

*code version : d5b32a6e30bd130ea72e2b3048115d6b3f53e0b8*

*files being examined: SinglePlayerModel.java*

- Bug from previous commit was fixed

*Commit by cdallas, code review by winglam*

*code version : c96eabcbfb2f26e5db34b64c0bbf0d3be293d63b*

*files being examined: PreGameSelection.java*

- Should get rid of all the TODOs before commit

- Should add in comments above methods that haven’t been written explaining its purpose

- All public methods should be javadoc’d!

- Consider refactoring some methods and merging certain classes together

Result: revise first then commit

*Commit by oaknguyen, code review by winglam*

*code version : 455130174a968e21c2868cbcdd76b732f5442ec8*

*files being examined: SinglePlayer*

- Looks like the controller (SinglePlayer) has been implemented

- All public methods should be javadoc’d!

- Makes a model but hard codes which animal/background/difficulty is selected at beginning - we’ll need to fix this (depended on the pre-game)

- Other than that the looks about right

Result: ready to be checked-in

**May 1st:**

*Commit by cdallas, code review by nhlien93*

*code version: 86e3417040c133d467c22ac7dac43a1e290d2732*

*files being examined: activity\_pregame\_selection.xml, PreGameSelection.java*

- The buttons look much better now

- Still need to go through all the styles guidelines and clean up the code a bit

Result: ready to be checked-in

*Commit by cdallas, code review by nhlien93*

*code version: 978ce03590c35970ac86bb8b070d924d1ccff995*

*files being examined: Leaderboard.java, Options.java, PostGameScreen.java, PreGameScreen.java, PreGameSelectionMuilti.java, States.java, TitlePage.java*

- Everything with the style looks good

- Try refactoring the different classes (e.g. SinglePlayer, SinglePlayerUI, and SinglePlayerGame) so that there is no repeat code between them

- Still need to get the keyboard to work which means must call SinglePlayer

Result: fix the refactoring and then commit

**May 2nd:**

*Commit by nhlien93 and winglam, code reviewed by dyxliang*

*Code version: 65a0402e32f1c68bfe3f2ebfda30ffb512214ef7*

*files being examined: SinglePlayerModel, SinglePlayer, PostGameScreen*

- Making the model variable lowercase follows our coding standards

- Good job creating new populateDisplayedList method to update the view

- Style format for both model and view class looks much more structured

- Maybe try to refactor the long typedLetter method so it is cleaner

- Try to take out the fillText method and replace it with something more substantial

Result: ready to be checked-in

*Commit by cdallas, code reviewed by nhlien93*

*Code version: 1bf4de6360e4c0fa980483d5b3b0d94a3b4877f1*

*files being examined: activity\_pregame\_selecction.xml, activity\_single\_player.xml, activity\_title\_page.xml, PreGameSelection.java, SinglePlayer.java*

- Animals in prescreen were resized; looks much better now that the animals aren’t cut off

- Animals in main screen were also resized properly.

- Changing difficulty works now

- Style for checking what difficulty it is in SinglePlayer could potentially be fixed

- Need to integrate this with the model and the basic function should work

- The code previously used for testing was cleaned up

Result: ready to be checked-in

**May 3nd:**

*Commit by nhlien93, code reviewed by cdallas*

*Code version: 66181dadd0ea75e9b049ae9a1ccb0b277dbf20cc*

*files being examined: SinglePlayer.java, SinglePlayerModel.java*

- Now using a set to make sure the first letter on the words being displayed aren’t the same

- Seems to work; maybe clean up how its written a little?

- highlightWord in SinglePlayer has been implemented

- When a letter is typed maybe make it more visible

- Also need to make the app do something when the wrong letter is pressed. (Or do we still even want to do this? Too annoying?)

- Good idea to add number of words displayed as something being passed into the model

- Test code in here was also removed

Result: ready to be checked-in

*Commit by fuskor, code reviewed by littlpunk*

*Code version: a7b039edf190fb840ac6a1339e85bd3d1c8bcfb7*

*files being examined: SinglePlayer.java (pop up pause screen)*

- Merging code creates many errors due to the different environment

- Some redundant boolean check which is useless in the single player use case

- Using a popup window which is not pretty enough; can be modified later

- Didn’t delete the test case

Result: ready to be checked-in

*Commit by littlpunk & winglam, code reviewed by dyxliang*

*Code version: f448d9925f0deb217f7ffb6d23efcbbedaa10955*

*Files being examined: pause\_layout.xml, SinglePlayer.java*

- New layout code for the pause screen looks better formatted

- Code for the pause screen looks efficient

- Could try to refactor and make the code cleaner and easy to read

Result: ready to be checked in

**May 4th:**

*Commit by cdallas, code reviewed by dyxliang*

*Code version: 077fa4aff80310a68fc164a3c750ff4ddeca2d73*

*Files being examined: SinglePlayer.java*

- Pause button will now disable keyboard and buttons to prevent the game from still being played when it’s supposed to be paused

- Refactoring of the pause screen method looks much cleaner

- Format of the SinglePlayer can be improved by running CodePro

Result: after re-formatting the code, will be ready for check-in

**May 5th:**

*Commit by dyxliang, code reviewed by nhlien93*

*Code version: 9958c703835f9c965fca484fab8511c2366caf08*

*Files being examined: SinglePlayer.java, SinglePlayerModel.java*

- Style on both files seems great and they look ready for the final commit

- Found a bug in model where when last word gets typed doesn’t update right; fixed on the spot

Result: ready for check-in