

CODE REVIEW

STUDENT NAME	Akshat Maheshwari
STUDENT ROLL NUMBER	20161024
CODE REVIEW FOR	Self/Bomberman_new
# CLASSES	9
# METHODS	33
# BUGS IDENTIFIED	4
# LINES OF CODE	497
# CODE SMELLS	24
PYLINT SCORE	0.93/10

BUGS IN THE CODE

<i>BUG NUMBER</i>	<i>DESCRIPTION</i>
# 1	Frame generation is done in a wrong way. If Bomberman is moved speedily then speed of the enemies will also get increased.
# 2	Many times 2 enemies may overlap on the same cell, but after they move to different cells, they separate.
# 3	Some of the times, Bomberman and Enemy may overlap without Bomberman being killed.
# 4	Sometimes, brick may get generated at the spanning position of the Bomberman.

CODE SMELLS

<i>CODE SMELL</i>	<i>REASON OF ERROR</i>	<i>TOTAL NUMBERS</i>
Relative-import	Files not imported using .<file_name>	12
Too-many-boolean-expressions	Number of boolean expressions in if exceeding maximum limit (5)	8
Too-many-nested-blocks	Nested blocks exceed maximum limit	5
Too-many-arguments	A function or keyword has more arguments than maximum limit	3
Unused-arguments	A function or method argument is not used	2
Too-few-public-arguments	Less than 2 public methods defined (minimum limit = 2)	2
Too-many-statements	Number of statements in some code is very high	1
Too-many-branches	Number of branches in some function arguments is more than maximum limit	1