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| Code Review Report |
| Project Summary |
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| Report Date | Project Name | Student Name / Number | Code Reviewer |
| *Date* 24/10/2023 | Multiplayer Menu | Billy Foulger s4205123 | *Josh Brown* |

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| Project Summary |
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| ***A menu that allows a player to create a new session and then join the session. Additional players will be able to view any currently available servers and can then join the session and play in the same session as the other player.*** |

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| Unit Testing |
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| Test Summary | Test Steps | Expected Result | Actual Result | notes |
| **Tested Exiting and then returning to the same game** | **Join a Server**  **Leave the Server**  **Attempt to Join Back** | **Joins back to the same server** | **Couldn’t join the same session** |  |
| **Tested if you could join a session once max players has been reached** | **Click on Find Sessions button**  **See if server appears** | **Server should not appear** | **Server didn’t appear** |  |
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| BUG Tracking LOG |
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| Bug Details | STEPS TO Reproduce | DATE Found | Date Resolved |
| **Join a Hosted Session – Additional players don’t join the hosts map** | **Join a server that has a different map other than Level 1** | **24/10/2023** | **30/10/2023** |
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| Conclusions/Areas for further expansion |
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| **Overall, the code has functioned as intended with effort being made throughout to ensure any errors that occur are handled correctly. Alongside this I have ensured that any bugs that have discovered have been promptly resolved and fixes implemented.** |

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| Project Checklist – (For Code Reviewer to fill in) |
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| task | notes |
| *What is the code supposed to do, and does it accomplish it? (Is the code easy to understand?)* | The Code contains various UI Animations that play on different interactions such as hovering over buttons etc. The player can host a server on a specific map as well as choose a player limit.  In addition, the code is easy to understand as it is laid out correctly and organised neatly. |
| *Can this solution be simplified? (How?)* | Yes, the code could have utilised more functions in order to improve its functionality. |
| *Can this solution be improved in terms of maintainability, readability, or performance?* | Yes, as mentioned above. |
| *Is the code modular enough? How reusable is it?* | No, as it doesn’t use many functions, this way the code would have to be repeated in order to carry out a similar function |
| *Are there any best practices or design patterns that could improve this code?* | There is a potential that a best practice and/or design pattern could be used in order to improve the code. |
| *Does this code adhere to Object-Oriented Principles, like the Single Responsibility Principle?* | Yes, as it uses different Widgets that carry out gameplay functions |
| *Can you think of any use case in which the code does not behave as intended?* | Joining the same map that server host has picked |
| *Are debug-logs user friendly?* | N/A as they have integrated the debug logs into error messages displayed in game instead of the console |
| *Does the code contain user friendly comments or documentation? (Is it up to date?)* | Yes, the comments explain clearly what the code carries out. |
| *Does the code make use of user data in a way that might raise privacy concerns?* | N/A |
| *Is the code ethical? Does it exploit behavioral patterns, introduce bias, or have the potential to cause harm?* | The code is ethical |
| *Is the code testable? If so, what automated tests have been added?* | Yes, you can test the code as it is obvious when an error has been encountered |
| *Are there portions of code that aren’t covered in testing?* | No, all portions of code have been reviewed |
| *Were any parts of the code confusing or difficult to understand?* | Some parts are yet to be commented, however the code itself is a work-in-progress. |
| *Any final comments or feedback:* | Ultimately, the code is readable and well-commented and works as intended. |
| *Signature/Date:* |  |