

Devel.staging Code Review

Authored by Dennis Kovarik

Bugs

- In classProjectile
 - Time is passed for the Projectile class during the calculation of the projectile's position. As discussed in the discord Chat we need to change it to turn.

To Do

Request For Change

Feature Requests

Unlabeled

- In testing/catch/projectileTesting.cpp
 - Only one test case is necessary for creating a projectile. If it works for the first set of values, then we can assume it works for the all other cases. However, If this is testing different constructors for the Projectile, then that would make sense. If that is the case, then there should be some comments clarifying this.

Code Review Assignments:

Samuel Backes: runCoverage.sh

Adesh Kumar: classProjectile

Wesely Adams: projectileTesting.cpp

Dennis Kovarik: classProjectile.cpp, projectileTesting.cpp, authored "Sprint 1 Code Review"