

REVIEWED ALL CS CODE FOUND IN Katabasis/Assets/Scripts/

*Suggested changes found in Katabasis/Kaitlin/proposed_scripts/**

OVERALL NOTES:

- Please put your name at the top of the file/section you wrote
- File naming conventions: capitals or underscores? We should pick one
- Comment naming conventions: beside, over, or under lines? Capitalized or not?
- Variable naming conventions: capitals or underscores? Should pick one
- Are we still using “old background move”?
- Is “unused” to be implemented or to be deleted? Should probably sort
- TO BE RENAMED
 - Enemy melee files
 - Katabasis/Assets/Scripts/enemy/enemy_melee.cs
 - Katabasis/Assets/Scripts/enemy/melee_enemy.cs
 - Hades folders
 - Katabasis/Assets/Scripts/enemy/hades/
 - Katabasis/Assets/Scripts/hades
- Biggest issues
 - Commented out code
 - Whitespace

/camera/camera_level2.cs authored by Matthew Kaplan

- Design
 - Remove unused code comments in lines 19, 22, 29, 33, 35
- Functionality
 - Centers and moves camera with player
- Naming
 - Using lowercase underscores in variables consistently
- Comments
 - Comments good

/camera/move_camera.cs authored by Matthew Kaplan

- Design
 - Remove unused code comments in lines 19, 22, 29, 33, 35
 - This does the same thing as camera_level2 except one value is changed, is there a better way to implement?
- Functionality
 - Centers and moves camera with player
- Naming
 - Using lowercase underscores in variables consistently
- Comments
 - Comments ok

/enemy/hades/hades.cs authored by Matthew Kaplan

- Design
 - Remove or implement unused code comments in lines 25, 38, 79, 103, 111-130

- Functionality
 - Moves Hades like a normal enemy to follow player
- Naming
 - Using capitalization in variables inconsistently (last_player_pos is exception)
- Comments
 - Comments good

/enemy/hades/horn.cs authored by Matthew Kaplan

- Design
 - No unused code comments
- Functionality
 - Hades animation reaction to contact with player
- Naming
 - Naming consistent
- Comments
 - No useful comments

/enemy/BATbehavior.cs authored by Lloyd Smith

- Design
 - Unused code comments in lines 102, 159
 - Extra space in lines 211-217
- Functionality
 - Bat behavior when it sees player and gets damaged
- Naming
 - Bat in all caps in file name?4
 - Variable naming inconsistent between capitalization and underscores
- Comments
 - Comments ok

/enemy/Behaviour.cs authored by Matthew Kaplan

- Design
 - No unused code comments
 - Remove space in lines 90-97
- Functionality
 - Bat enemy behavior to follow and “hit” player and check if bat has been hit by player
- Naming
 - File named with capitalization
 - Why is it british spelling
 - Using capitalization and underscores in variables - inconsistent
 - Might want to rename to specify this is bat behavior
- Comments
 - Comments good

/enemy/EnemyDamage.cs authored by Gavin Williams

- Design
 - No unused code comments
 - Looks for collisions with player

- Functionality
 - Give player “damage”
- Naming
 - File named with capitalization
 - Using lowercase underscores in variables consistently
- Comments
 - No comments

/enemy/EnemyPatrol.cs authored by Gavin Williams

- Design
 - No unused code comments
- Functionality
 - Idle enemy patrolling movement
- Naming
 - File named with capitalization
 - Using capitalization in variables consistently
- Comments
 - No comments for anything except MoveInDirection function

/enemy/EnemyProjectile.cs authored by Gavin Williams

- Design
 - Delete unused code comments in line 39
- Functionality
 - Activates, moves, and deactivates arrow when it hits an object
- Naming
 - File named with capitalization
 - Using capitalization in variables consistently
- Comments
 - Needs more comments, more than just line 54

/enemy/Health.cs authored by Gavin Williams

- Design
 - No unused code comments
- Functionality
 - Is this for player health or enemy health?
- Naming
 - File named with capitalization
 - Using capitalization in variables consistently
 - Should rename the file or add comments to show what object this is affecting... unless this is for both player and enemies?
- Comments
 - No comments except for line 43

/enemy/ProjectileHolder.cs authored by Gavin Williams and Matthew Kaplan

- Design
 - No unused code comments
 - Can we put this somewhere else or does it have to be in this file if it's just one function?

- Functionality
 - This holds one function to update the projectile holder
- Naming
 - File named with capitalization
 - Using capitalization in variables consistently
- Comments
 - No comments

/enemy/RangedEnemy.cs authored by Gavin Williams and Matthew Kaplan

- Design
 - Delete unused code comments in line 103
- Functionality
 - Ranged enemy behavior when it sees player and takes damage
- Naming
 - File named with capitalization
 - Using capitalization in variables inconsistently (take_damage vs cooldownTimer)
 - Function naming inconsistent (enemy_damage vs PlayerInSight)
- Comments
 - Comments ok

/enemy/destroy_dead_zombies.cs authored by Matthew Kaplan

- Design
 - All this file does is call the Destroy(gameObject) function, can this be put somewhere else?
- Functionality
 - Destroys zombie object when it's dead
- Naming
 - File named with underscores
 - Using lowercase underscores consistently
- Comments
 - No useful comments

/enemy/enemy_melee.cs authored by Gavin Williams and Matthew Kaplan

- Design
 - Destroy(gameObject) function is called multiple times
 - Delete or implement unused code comments in lines 67, 140-151
- Functionality
 - Zombie behavior when it sees player and takes damage
- Naming
 - File named with underscores
 - Using lowercase underscores consistently
- Comments
 - Comments ok

/enemy/melee_enemy.cs authored by Gavin Williams and Matthew Kaplan

- Design
 - Delete unused code comments in lines 23, 24
 - All this file does is define, get and set health can this be somewhere else?

- Functionality
 - Gets and sets health of enemy?
- Naming
 - File named with underscores
 - Confusing naming. One is enemy_melee the other is melee_enemy
 - Consistent variable names
- Comments
 - No useful comments

/enemy/move_bat.cs authored by Gavin Williams

- Design
 - No unused code comments
 - Should this be in the file with the other bat behavior?
- Functionality
 - Moves bat enemy object
- Naming
 - File named with underscores
 - Consistent variable naming
- Comments
 - No useful comments

/enemy/scale_enemy_healthbar.cs authored by Gavin Williams

- Design
 - Delete unused code comments in lines 19, 27
- Functionality
 - Scales enemy health bar display
- Naming
 - File named with underscores
 - Variable naming consistent
- Comments
 - No useful comments

/enemy/spawn_zombie.cs authored by Matthew Kaplan

- Design
 - No unused code comments
- Functionality
 - Instantiate zombie object when scene starts
- Naming
 - File named with underscores
 - Consistent variable naming
- Comments
 - No useful comments

/enemy/zombie2.cs authored by Gavin Williams

- Design
 - All code is commented out
- Functionality
 - This file doesn't do anything, Delete or implement asap

- Naming
 - Why does this file name not have underscores?
 - Consistent variable naming with underscores
- Comments
 - No comments

/environment/sink_check.cs authored by Matthew Kaplan

- Design
 - Delete unused code comments in lines 27, 37
- Functionality
 - Sink platform if collision with player detected?
- Naming
 - File named with underscores
 - Consistent variable naming
- Comments
 - No useful comments

/environment/sinking_platform.cs authored by Matthew Kaplan

- Design
 - Delete unused code comments in lines 37, 38, 42
- Functionality
 - Sink platform if collision with player detected
- Naming
 - File named with underscores
 - Consistent variable naming with underscores
- Comments
 - Could use more comments

/hades/boss_blocks.cs authored by Matthew Kaplan

- Design
 - Delete unused code comments in lines 16-40, 45
- Functionality
 - Builds and destroys platforms used that boss will destroy in fight
- Naming
 - File named with underscores
 - Consistent variable naming
- Comments
 - Could use more comments

/hades/build_floor.cs authored by Matthew Kaplan

- Design
 - Delete unused code comments in lines 16-40, 45
- Functionality
 - Builds ground used in boss fight
- Naming
 - File named with underscores
 - Consistent variable naming with underscores
- Comments

- No useful comments

/hades/camera_boss_hades.cs authored by Matthew Kaplan

- Design
 - Delete unused code comments in lines 19, 22, 29, 33, 35
- Functionality
 - Centers camera on player during bossfight
 - The only different between this and the other camera cs files is that y_offset is 1f
- Naming
 - File named with underscores
 - Consistent variable naming with underscores
- Comments
 - Comments ok

/hades/warp.cs authored by Matthew Kaplan

- Design
 - Empty if statements Lines 31-34 and 39-42
- Functionality
 - Warps position of player? Or hades? Unclear naming
- Naming
 - File named with underscores
 - Consistent variable naming
- Comments
 - No useful comments

/hades/warp_right.cs authored by Matthew Kaplan

- Design
 - Empty if statements Lines 31-34 and 39-42
 - Identical to warp.cs
- Functionality
 - Warps position of player? Or hades? Unclear naming
 - Same as warp.cs except Vector3 value is different
- Naming
 - File named with underscores
 - Consistent variable naming
- Comments
 - No useful comments

/parallax background/parallax_back.cs authored by Matthew Kaplan

- Design
 - Unused code comments in lines 21, 30, 33, 34
- Functionality
 - Move backmost layer of background at certain rate for illusion of depth
- Naming
 - File named with underscores
 - Consistent variable naming with underscores
- Comments
 - Could use more comments

/parallax background/parallax_fore.cs authored by Matthew Kaplan

- Design
 - Unused code comments in lines 21, 30, 34, 35, 38
- Functionality
 - Move frontmost layer of background at certain rate for illusion of depth
- Naming
 - File named with underscores
 - Consistent variable naming with underscores
- Comments
 - No useful comments

/parallax background/parallax_mid.cs authored by Matthew Kaplan

- Design
 - Unused code comments in lines 23, 33, 36, 37
 - Lots of empty space lines 24-26
- Functionality
 - Move middle layer of background at certain rate for illusion of depth
- Naming
 - File named with underscores
 - Consistent variable naming with underscores
- Comments
 - No useful comments

/player/check_ground.cs authored by Matthew Kaplan

- Design
 - No unused code comments
- Functionality
 - Identifies if the player is touching the ground or not
- Naming
 - File named with underscores
 - Consistent variable naming with underscores
- Comments
 - No useful comments

/player/player_health.cs authored by Matthew Kaplan

- Design
 - Delete unused code comments in lines 18, 31
 - Empty lines 97-98, 109-110, 120-121, 123-126
- Functionality
 - Sets player health, deducts health if collision with enemy detected and senses if player is dead
- Naming
 - File named with underscores
 - Consistent variable naming with underscores
- Comments
 - No useful comments

/player/player_movement.cs authored by Gavin Williams and Matthew Kaplan

- Design
 - Delete unused code comments in lines 77, 96, 220, 228
 - Empty if statements for lines 220, 228
- Functionality
 - Activates specific player movements based on user input
- Naming
 - File named with underscores
 - Consistent variable naming with underscores
- Comments
 - Comments good

/player/remove_heart.cs authored by Matthew Kaplan

- Design
 - No unused code comments
- Functionality
 - Displays hearts representing player health
- Naming
 - File named with underscores
 - Inconsistent variable naming with underscores
- Comments
 - No comments, self explanatory

/player/slope_check.cs authored by Matthew Kaplan

- Design
 - No unused code comments
- Functionality
 - Checks if player is on slope or not for movement, can this be combined with player_movement file?
- Naming
 - File named with underscores
 - Consistent variable naming with underscores
- Comments
 - Comments good

/player/sword.cs authored by Matthew Kaplan

- Design
 - Delete or implement unused code comments in lines 35-43, 51, 65, 70, 80, 85, 96, 110
- Functionality
 - Sword movement up and down
- Naming
 - File named with underscores
 - Consistent variable naming with underscore
- Comments
 - Comments good

/player/sword_check.cs authored by Matthew Kaplan

- Design

- This file does nothing, delete or implement asap
- Functionality
 - Checks if sword hits enemy
- Naming
 - File named with underscores
 - Consistent variable naming with underscore
- Comments
 - No useful comments

/player/sword_colider.cs authored by Matthew Kaplan

- Design
 - Looks like the replacement for sword_check, delete the other file
- Functionality
 - Checks if sword hits enemy
- Naming
 - File named with underscores
 - Consistent variable naming with underscore
- Comments
 - No useful comments