**Peer-Review Activity**

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| **Reviewer** | **Michael** | **Erik** | **Will** | **Michael** |
| Does the code conform to a consistent coding standard? | Floats don’t need toString  Separate classes | Yes there is an order and is consistent | Make bullet class its own file instead of in game file | Extremely  “Super so consistent it’s just” |
| Is the code well commented, easy to read and understand? | Nope | The variables are easy to read  No comments | More comments | 50/50 |
| Does the program function as intended? | Vector4 – don’t divide by w  Add movement bounds – don’t move offscreen | Yes everything is there | So far no hiccups | Yes |
| Is the code well structured? | Yes | Yes there is a place in order from top to bottom | Mostly, aside from previously mentioned bullet class | Very |
| Is vector and matrix math used correctly to draw and manipulate the position and orientation of the game objects? | N/A | N/A | DrawTexturePro handles what matrix math handles | No |
| Is there anything else noteworthy? | N/A | It works | Little use of matrix math – uses raylib functions instead | Game is fantastic |
| How would you rate the quality of this project? | N/A | 8/10 | High quality finished to standards | Checkmark |
| What steps could be taken to resolve any quality issues? | N/A | Implement math library | Finalize and comment | Stop loading textures in runtime |