Name reviewee (programmer)	Kamila Matuszak
Name reviewer	Koen Hankel
Date	26.01.2022

Topic:	Feedback:
Code Conventions	
Are the variable, class, and method names clear?	**Yes**
Do the names follow naming conventions?	**Yes**
Suggestions regarding names?	No, it seems to be allright
Are there sufficient comments?	There is a good amount of comments, but it could be improved.
If not, where would extra comments be helpful?	Some methods could use some commentary, in most cases the method name explains what it does.
Are methods sufficiently short/single purpose?	Yes
If not, which methods could/should be split up?	
Are variables defined in the right (minimum) scope? (local/class/global)	Yes
If not, where and how can it be improved?	
Are there global variables?	No
If so, are these necessary?	
Is there repeated code (code duplication)?	Not that I could find
If so, how can this be avoided?	
Architecture	
Are there long classes that could/should be split up?	No
If so, suggestions on how to do this?	
How are objects "linked"? (e.g. enemy chasing player)	There is no "linking" in the game.
Suggestions for alternative approaches?	
Are all the dependencies between classes needed?	Yes
Encapsulation: are proper access modifiers used? (not public unless needed)	Yes
Is inheritance used with self-made base classes?	No
If so: is it used appropriately? ("Is-a" relation)	
Error Prevention	
Does the code compile?	Yes
Does the code run without exceptions?	The game crashes when hitting the restart button.

If not: suggestions for fixes?	map1.tmx is not found, I'm assuming this was an old map and a string change should fix it.
Where are game objects created/destroyed?	On level load
Are there things that can go wrong here?	No
If so, suggestions for improvements?	
Is content dynamically loaded? (e.g. Tiled levels)	Yes
If so, are corner cases covered? (no player/ two players, no tile layer, etc.)	Although, the game doesnt crash when removing the player. It does break the game as you can't do anything.
Are there places where null checks should be added?	Not neccesarry, but I would reccomend adding a default player incase it isn't in tiled.
Do you see other sources of possible future bugs?	No
General	
Any other suggestions?	Not any different than mentioned above.
Any other feedback?	Might want to add controls on the main menu, although it isn't a big problem since I was able to figure it out without.
Grading criteria	**What do you think would currently be the grade? (See grading criteria)**
game play	Sufficient, Game crashes on restart, if that's fixed. It would be a good.
code	good
software architecture	Sufficient, inheritcance is used but not with a self-made base class
user feedback	Good, but the game doesn't feel responsive as it feels like it teleport the whole field over.
tooling	Excellent