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Name reviewer	Yiwei Jiang
Date	21.1.2022
Topic:	Feedback:
Code Conventions	
Are the variable, class, and method names clear?	Yes.
Do the names follow naming conventions?	See below
Suggestions regarding names?	_lives => lives in PlayerData, startLevel, nextLevel, healthUI: add private to them.
Are there sufficient comments?	No comments but the method names are clear.
If not, where would extra comments be helpful?	
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)?	No.
If so, how can this be avoided?	
Architecture	
Are there long classes that could/should be split up?	Level and LevelManager seems overlap with each other.
If so, suggestions on how to do this?	
How are objects "linked"? (e.g. enemy chasing player)	Via collision check and (MyGame)game
Suggestions for alternative approaches?	Using delegate/event for showing health.
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, advisable is to make a base class for moving objects like enemy and log.
If so: is it used appropriately? ("Is-a" relation)	
Error Prevention	
Does the code compile?	Yes.
Does the code run without exceptions?	Yes.
If not: suggestions for fixes?	

Where are game objects created/destroyed?

Are there things that can go wrong here?

If so, suggestions for improvements?

Is content dynamically loaded? (e.g. Tiled levels)

If so, are corner cases covered? (no player/ two players, no tile layer, etc.)

Are there places where null checks should be added?

Do you see other sources of possible future bugs?

General

Any other suggestions?

Any other feedback?

Grading criteria

game play

code

software architecture

user feedback

tooling

Collectables are destroyed.

after LateDestroy

x -= 1000 is called after LateDestroy, this is not needed.

Yes.

No.

No.

No.

Use Level for building levels and LevelManager to switch levels.

Finish the game by adding more levels and connect them via a level manager, also add feedback for collecting pickups.

What do you think would currently be the grade? (See grading criteria)