Name reviewee (programmer)	Kamilla Matuszak
Name reviewer	Noah Brinkman
Date	23.01.2021
Topic:	**Feedback:**
Code Conventions	
Are the variable, class, and method names clear?	**Some are. Others are a little bit less so. Death.cs is unclear for example**
Do the names follow naming conventions?	**Yes**
Suggestions regarding names?	Be more descriptive. I should be able to look at a class and instantly know what it is. Suggestion to help with that: make classes nouns and methods verbs
Are there sufficient comments?	Comments are missing
If not, where would extra comments be helpful?	Above every class show a summary of everything it does. Above every method show what the moethod does (if it's not self explanatory.
Are methods sufficiently short/single purpose?	Yes methods are short and single purpose
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?	There are none.
If so, are these necessary?	
Is there repeated code (code duplication)?	code is not repeated often. A CreateLevel is a method that gets used in both level and levelmanager. For example
If so, how can this be avoided?	Don't duplicate names like this. Especially as Level doesn't create itself. Rather rename this to "StartLevel"
Architecture	
Are there long classes that could/should be split up?	There are none.
If so, suggestions on how to do this?	
How are objects "linked"? (e.g. enemy chasing player)	Primarily through collision checks
Suggestions for alternative approaches?	
Are all the dependencies between classes needed?	Yes, although the use for playerData seems relatively redundant.
Encapsulation: are proper access modifiers used? (not public unless needed)	Encapsulation is done properly
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?	yes
If not: suggestions for fixes?	
Where are game objects created/destroyed?	Right at the start of the level
Are there things that can go wrong here?	Things can be loaded incorrectly or if many things have to be loaded it causes a lag spike
If so, suggestions for improvements?	Potentially add a loading screen to make the transition more seemless.
Is content dynamically loaded? (e.g. Tiled levels)	Yes
If so, are corner cases covered? (no player/ two players, no tile layer, etc.)	Yes.
Are there places where null checks should be added?	There are no null checks being made in this code. I would recommend using one whenever you are trying to load a level from a file
Do you see other sources of possible future bugs?	When you try and make another level and incorrectly enter the name.
General	
Any other suggestions?	Comment your code and make sure everything works well together.
Any other feedback?	Add some more feedback to the frog getting hit
Grading criteria	**What do you think would currently be the grade? (See grading criteria)**
game play	8
code	7
software architecture	7
user feedback	6
tooling	8