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| **C:\Users\Far\Pictures\New Picture.jpg** | **Code Review Template** |

**This template is to be completed and submitted by the *Reviewer*.**

Names of the Reviewer: Kenneth Loughery

Name of the developer being reviewed: Kevin

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| **Category** | **Comments /questions about of the reviewing group about the design documents** | **Responses by the developer (if any)** |
| Spelling Mistakes | Spelling is good, with no errors found. There were some contractions and shorthand used, but this practice did not detract from readability. |  |
| Naming issues | Names are well chosen and follow the naming convention. |  |
| SOLID Principle Violations | This feedback is out of the scope of the laboratory and purpose of the code written, and would mainly be for a project where more future proofing is called for:  One could implement a generator interface to add more potential generation classes without violating open-close principle. Another implementation that could be helpful would be of a constant class for the board dimensions used by the Player class. |  |
| Lack of documentation | Additional comments, even minor ones, would make code easier to follow. More documentation could be helpful in some areas. |  |
| Error Checking | Potentially could have more error checking for human input, just in case a value is entered outside of the board boundaries, error checking is very good otherwise. |  |
| Member variable declarations | Make sure the member variables are declared private (might be defaulted to protected, depending on use.) |  |