

Item folder:

- BuyableItem.cs (Worked with Simon)

Everything in Shop folder

- Merchant.cs
- MerchantFire.cs
- ShopSpriteFactory.cs

LoZHelpers

- Lines 117-121

Collisions folder

- ItemCollisionHandler.cs
 - Lines 18-25

LevelLoading folder

- Room.cs
 - Lines 382 - 395

Content folder >> LevelLoading folder

- ShopRoom.csv
-

KT's Review

Author: KT Goldstein

Date: 4/20/2021

Sprint #5

Files being reviewed: Listed above

Author: Kristin

BuyableItem.cs

Quality: Nice cohesive code, the only thing I notice really is that you shouldn't need the "else return" on line 38 (unless I'm forgetting something) since the "if" by itself is effectively the same thing because it's at the end of the method.

Readability: Nice descriptive variable names (and methods aren't anything out of the ordinary).

Shop Files

Quality: Good re-use of the xSprite and the Rupee sprite in Merchant.cs.

Readability: Standard method names, great item names. Only change I'd suggest is in Merchant.cs maybe give the private string "target" a more descriptive name. You could also maybe the Strings and ISprites readonly if you wanted.

LoZHelpers.cs

Quality: Good call putting these in here as Enums.

Readability: Good variable names.

Collisions

Quality: Nice simple implementation. One option is to maybe move the rupee-decreasing logic to the PlayerCollisionHandler since the player's Inventory is being directly changed by the collision so this might technically make more sense, but it's not really a big deal.

Readability: Variable names are easy to read, looks good.

Summary

Number of minutes taken to complete review: ~45 min

Overall comments: Looks great, good variable names and simple logic. Your code supports any future changes we would make to expand the game, because it would be easy to add extra items to the shop if we ever wanted to.

Jaci's Review:

Author: Jaci Taylor

Date: 4/22/2021

Code Author: Kristin

- BuyableItem.cs: Everything looks good for readability and quality. Only thing is I think line 38 isn't necessary since it should just return anyways after the if. Not sure on that though because I've run into situations before where you think the return isn't necessary, but it is, so maybe just check it out and make sure nothing breaks.
- Shop files: Looks good for both readability and quality
- LoZHelpers: Looks fine
- ItemCollisionHandler.cs: Looks good! Short and to the point. Also very nice on readability
- Room.cs: Looks good to me
- ShopRoom.csv: Looks good

Time Taken to complete review: 15 minutes