

Content/ LevelLoading/Room.csv files
Room.cs

Code Review

Author: Kristin Bradshaw
Date: 3/14/2021
Sprint: 3

Room.csv Files

Quality: Can't really talk about the quality here. The file is just numbers so it's fine.

Readability: Since it's parsed, pretty sure the syntax can't change that much. It's fine.

Room.cs

Quality: Since we aren't using the background fix stuff that's commented out, those lines can probably be deleted. The file is pretty isolated (doesn't implement any interface). Since this would probably require another file to be created with a lot of refactoring, changing this for this sprint isn't necessary.

Readability: The switch cases take up a lot of lines. Don't really know how that can be refactored to shorten it. I think in the code review the professor said something about maybe just making a list and of AddlObjects/AddlEnemy and accessing them by index depending on which number is called in the .csv file. That's a lot of refactoring so maybe we can save this for the next Sprint if it actually works. There's also magic numbers that can be refactored too.

Minutes: 20

Hypothetical Change: Delete the commented lines and change the switch cases for next sprint.

Code Review

Author: Alan Wu
Date: 3/14/2021
Sprint: 3

Room.csv files

Readability : Numbers won't make much sense to anyone outside of our group.

Quality : Standard csv files so nothing wrong here.

Hypothetical Change: I believe it is possible to replace the numbers with more descriptive strings which would increase readability. The amount of time it would take to refactor every file is probably not worth it just to increase the readability of a csv file though.

Room.cs

Readability: Only stand out issue is the 46 case switch statement but the professor said it was practically unavoidable during our in class code review.

Quality: A good effort was made to split the initial Draw() method into many smaller helper methods.

Hypothetical Change: I don't think there is much to change. The matter of parsing the csv files for every possible object has to be done at some point.

Time Spent : 15 minutes