Files

- GameStateMachine.cs
  - RoomDraw()
    - else if for ScreenTransition and PauseTransition (lines 222 - 264)
  - InitializeRooms()
    - Props to Yonace for the multiple List idea for readability
  - MoveRoom()
    - Made the IDoors less tightly bound
- LoZHelpers
  - GetLocationInRoom()
    - Needed to generalize locations of objects for room transitioning
  - Lines 190 - 227
    - Refactored for readability so I could see what values to change for moving the PauseMenu elements for new maps
- Blocks
  - Heavily refactored IObjects to IBlocks
  - Everything (including Doors sub-directory) EXCEPT the OrbSprite & OrbSwitch
- Content/HUD
  - HUDLinkTracker
  - Level 1
  - PauseLinkTracker
  - PauseMap
- Display/Camera
  - Made CurrentTransitionDirection getable
  - Made Camera jump when it transitions from ScreenTransition to Play state
    - Line 79
- HUD
  - Made more directories for navigability
- HUD/PauseMenu/PauseMap
  - Refactored PauseMapLink & PauseMapRoom to use RoomOffsetToLocation
  - Re-distributed functionality between objects (GetRoomType now in PauseMapRoom)
- HUD/PlayHUD/HUDMap
  - Refactored UpdateLink()
- HUD/Sprites
  - HUDTextureFactory
    - Made PauseMap and HUDMap use different link trackers
  - MapSprite
    - Refactored Draw() to use Scale instead of a constant
- LevelLoading/Room
  - Separated PixelOffset and RoomOffset
  - Refactored ProcessEntry() to use BlockFactory

I also helped with some shop stuff but that isn't on master yet

<u>Jaci's Review:</u>
Author: Jaci Taylor
Date: 4/22/2021
Code Author: Simon

- GameStateMachine: Looks good to me! The only nitpicky thing I can think of is possibly changing the if at 253 to not include brackets since it's one line.
- LoZHelpers: This all looks good to me! I like the GetLocationInRoom method since it's simple and gets the job done easier. I couldn't remember what lines 190-227 looked like before, but they are definitely more readable than how I wrote them so nice job
- Blocks: Honestly this was such a good idea and was a nice refactor. It all looks good to me on readability and quality
- Content/HUD: Since these are pngs, not really sure how to comment on it.
- Display/Camera: The changes are both only a line, so not super sure how to comment, but they looked good to me.
- HUD: This was really smart and is so much better than trying to sift through the files
- PauseMap: Looks good to me
- HUDMap: I don't entirely know what this looked like before, but it looks good to me. It's short and readable and does what it should.
- HUDTextureFactory and MapSprite: Both of these look good and were good changes
- Room: Looks good to me

Time Taken: 20-25 minutes

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Code Review
Author: Kristin Bradshaw
Programmer: Simoni
Date: 4/22/2021
Sprint: 5

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GameStateMachine.cs
- **Quality**: Everything's pretty straightforward. Don't have any suggestions.
- **Readability**: Get rid of brackets for if branch on line 253.

LoZHelpers
- **Quality**: Not much to suggest here. Pretty straightforward. The GetLocation() method is a good simplification.
- **Readability**: I'm guessing you just grouped related lines together for the HUD and separated the groups with a new line. Doesn't hurt my eyes anymore when I'm trying to find a value. Thanks for fixing that!

Blocks
- **Quality**: I remember you suggesting this in one of our meetings. Changing it to IBlock makes more sense. All the door implementation is pretty straightforward. The other files look good as well.
- **Readability**: Looks fine.

Content/HUD
- **Quality**: Just added new .png files. I see you separated the link tracker sprites and made the pause map one bigger. Looks good on the maps. I'm not really sure what changed for the PauseMap sprite. Maybe you made the space bigger to account for all the extra rooms?
- **Readability**: Nothing to comment on here.

Display/Camera
- **Quality**: No suggestions.
- **Readability**: Looks fine to me.

HUD
- **Quality**: Nothing to suggest since it's just file organization.
- **Readability**: Really helped organize the folder. Thanks for that!

HUD/PauseMenu/PauseMap
- **Quality**: Moving GetRoomType in PauseMapRoom instead of having it in the PauseMap file (I think it was there before) makes more sense. Utilizing the Offset variables helps generalize the vectors more.
- **Readability**: I don't know if it's necessary, but maybe put the binary numbers in PauseMapRoomType() in LoZHelpers? Could help with readability.

HUD/PlayHUD/HUDMap
- **Quality**: Using the RoomOffset variables for everything helps simplify things and really helps readability.
- **Readability**: Looks fine to me.

HUD/Sprites
- **Quality**: Nothing to suggest. Using Scale for the Draw method was a nice simplification.
- **Readability**: Looks fine to me.

LevelLoading/Room
- **Quality**: Separating the two was a good idea because it helps generalize the vectors which allows them to be used more. Also the BlockFactory addition really helps with readability here. You know that everything that uses that factory is a block.
- **Readability**: Looks fine.

Items/BuyableItem
- **Quality**: Creating this decorator class made the shop easy to implement. The class is general enough to make shop item additions easy. Thanks for the help!
- **Readability**: You can probably get rid of the brackets for the foreach loops (48-52)

Minutes: 60mins
Comments: Only suggestions I have deal with readability. Those suggestions are above. Other than that good job!