

Files to look at:

- ItemSpriteFactory
- Items
- Update() in LegendOfZeldaDungeon has the movement for the fairy
- (Forgot to include my ICommand lines on Friday. They are 292-348)

Author of the code review

-Yonace Ghebrehiwet

Date of the code review

-2/20/21

Sprint number

-Sprint 2

Name of the .cs file being reviewed

Items.cs

Author of the .cs file being reviewed

Jaci

Number of minutes taken to complete the review

-20mins

Specific comments on what is readable and what is not

- Possibly better names for leftCornerX, leftCornerY, SecondleftCorner
- Use the same name for the instance variables and constructor parameters
Makes it easier to read and makes use of "this" keyword.
- Unused libraries
System;
using System.Collections.Generic;
using System.Text;

Honestly, all of your code looks good, the suggestions under below are super nitpicky (maybe wrong and too time-consuming to change)

- When the fairy moves and is stopped, items start cycling in the fairy's last position, not the default position. (Not sure if wrong or not just an observation)

- frame logic is correct but default frame = 1 and the altered frame = 0 (Vice versa makes more sense maybe...)