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- ObjectSpriteFactory.cs
- ISprite.cs
- ICommand Lines 349-392
- LegendOfZeldaDungeon.cs Lines 167 to 193

Code Review:

- ObjectSpriteFactory.cs
 - Everything looks good here. Sprite Factories are pretty straightforward I think
- ISprite.cs
 - If none of your objects are animated (from my understanding of them at least) then you could just have one ISprite class called object and call in their respective leftCorner values. I implemented something like this in Items and it made it so much easier.
 - You'll also want to separate your class from the interface. If you have multiple classes you'll want to separate them into their own documents too
- ICommand
 - Everything looks good here. You'll just want to separate your classes from the interface and each other
- LegendOfZeldaDungeon.cs
 - Everything looks good here