

LevelLoading csv files:

- roomMaze01.csv
- roomMaze02.csv
- roomMaze05.csv
- roomMaze06.csv
- roomMaze07.csv
- roomMaze08.csv

Room.cs lines 363-372, 376-378

GameStateMachine lines 139-140, 401-409

OrbSwitch.cs in Blocks folder

OrbSprite.cs in Blocks folder (only changed the source positions and texture to be public)

BlockCollisionHandler.cs lines 39-49

BlockFactory.cs in Blocks folder lines 315-321

# **Simon's Review**

## **Sprint #5**

### **4-21-2021**

#### **Code Author: Jaci**

#### Blocks

- MovableBlock.cs & MovableBlockGoal.cs

I collaborated on these, so I don't have much to add.

- OrbSprite.cs & OrbSwitch.cs

Quality: It seems the OrbSwitch is tightly bound to the values of the OrbSprite. I feel it'd be better to encapsulate ALL the sprite information within the OrbSprite.

Readability: No issues with the readability.

Refactoring: I'd remove the set from WasHit and replace it with a Hit() method. This method would change a private wasHit bool and Update the OrbSprite, causing it to switch the frame of animation it draws. This would prevent the OrbSwitch from having to know about the sprite sheet used by OrbSprite and make it so the OrbSwitch only needs a reference to an ISprite, not an OrbSprite.

#### Collisions/BlockCollisionHandler.cs

Only commenting on 37-50 since I helped with the other section.

To go along with the other suggestion, you'd just change line 43 to have  
CurrentBlock is OrbSwitch orbSwitch  
and lines 44-48 to  
orbSwitch.Hit();

#### GameStateMachine.cs

Solid integration of OrbSwitch into checking if doors should be opened.

And kudos for the great idea of making multiple lists in InitializeRooms() for readability!

Time Spent: 20 minutes

## Code Review

**Author:** Kristin Bradshaw

**Programmer:** Jaci

**Date:** 4/22/2021

**Sprint:** 5

### Room.cs lines 363-372, 376-378

- **Quality:** Pretty straightforward. Just added new cases.
- **Readability:** Looks good to me.

### GameStateMachine lines 139-140, 401-409

- **Quality:** Very concise way of doing things with the &= operator. Other section was just adding .csv files to a new room list which is pretty straightforward. I like that it's separated into another list instead of adding it to the main dungeon list.
- **Readability:** Looks good to me.

### OrbSwitch.cs in Blocks folder

- **Quality:** It says you're not using the Reset() method anywhere so you can probably get rid of that. Also since you're just doing Orb stuff here, you can probably combine Orb Sprite with this file.
- **Readability:** Looks fine.

### OrbSprite.cs in Blocks folder (only changed the source positions and texture to be public)

- **Quality:** Maybe combine with OrbSwitch file.
- **Readability:** Looks fine.

### BlockCollisionHandler.cs lines 39-49

- **Quality:** Everything looks fine to me. Implementation makes sense since you want to turn the switches on and off with different projectiles.
- **Readability:** Straightforward and readable.

### BlockFactory.cs in Blocks folder lines 315-321

- **Quality:** Looks like a normal sprite factory.
- **Readability:** All of the Create() methods can be condensed using => which would get rid of brackets and return keyword. Puts everything on one line.

**Minutes:** 20mins

**Comments:** Overall everything looks fine. My only suggestions are condensing the methods in BlockFactory and possibly combining OrbSwitch and OrbSprite. Good job!