Files worked on:

- Sounds → CustomBossThemeMusic.cs
- Enemies → EnemySpriteFactory
- Enemies → EnemyTypes → Dodongo.cs
- Enemies → EnemyTypes → DodongoStatePattern
  - DoubleLinearAttack.cs
  - LinearAttack.cs
  - PhaseOneIdle.cs
  - SpiralAttack.cs

Yonace's Code Review
Sprint 5
4/21/2021
Approx time: 20 mins

Sounds → CustomBossThemeMusic.cs

Quality - No problems,code functions well, boss sound works correctly in the game.
Readability - Readability is good

 Dodongo.cs && DodongoStatePattern

Quality - Again no problems with quality with the Dodongo and his states. Just make sure to delete commented out code and the unused variable in spiralattack.cs (also delete unused libraries).

Readability - Good code readability, methods and variable names are clearly defined and made the code easy for me to understand.

Alan's Code Review
Sprint 5
4/21/2021
Approx time: 20 mins

Sounds → CustomBossThemeMusic.cs
Quality - Seems like a standard sound effect file. Methods are already extremely concise so there isn't much to improve upon.
Readability - Short methods and descriptive variables names makes for great readability.
Enemies → EnemySpriteFactory
Quality - Standard creation of an enemy sprite.
Readability - Good readability.
Dodongo && DodongoStatePattern
Quality - Dodongo.cs looks good to me. There are a handful of commented out lines of code in **SpiralAttack.cs** and **DoubleLinearAttack.cs**.
Readability - Readability looks good. I am not entirely sure what
UpdateCurrentAttackDirection() in **SpiralAttack.cs** is used for just because Dodongo's current attack direction should just be the same as the direction of the fireball he's spawning.