

Camera.cs (Not including new update code for two cameras)
LegendOfZeldaDungeon.cs(Draw method 124-151)
Room.cs ProcessCSV method / (Offsets)

Minor Changes

GameStateMachine.cs (Implementation of CurrentRoom and NextRoom)
Content room CSV files (New objects offsets etc)
PlayerProjectileCollisionHandler.cs addition of BombExplosionProjectile

Implementations done with Simon

- Take a look at Object/Doors/AnyDoor/ ChangeRoom
- GameStateMachine ShiftLink method
- MovableRaisedBlock.cs (Changed how movable blocks work)
- ChangeRoom with Stairs /LadderDoor (for secret room quick room switching)

Jaci's Review:

Author: Jaci Taylor
Date: 4/8/2021
Files Author: Yonace

Camera.cs:

Looks good to me for readability and quality

LegendOfZeldaDungeon.cs:

I had a lot of trouble understanding this one so I'm not sure how much I can comment on it. It seems redundant to me, like things were assigned/reassigned without needing to be. However, this might not be the case since I don't really get it.

Room.cs:

This looks fine to me.

The minor changes look fine to me.

Minutes taken: 15

Author: Alan Wu

Date: 4/8/2021

Files Author: Yonace

Camera.cs

Nothing to really change. Methods are short, readable, and of good quality.

LegendofZeldaDungeon.cs

Standard Draw method so nothing to change.

Room.cs

Good readability and quality.

Minor Changes

Minor changes so there isn't much to say about readability or quality since the changes are already minor.

Implementations done with Simon

I'm gonna say there's nothing to be done here either since Simon worked on it with you, thus the code is already in a good state.

Time Taken : 15 minutes