

Files worked on:

- Collisions:
 - ObjectCollisionHandler.cs
- Refactoring involved in Object Collisions:
 - added IsMovable, IsBombable, IsAlive and ObjectHeight to all implementations of IObject
 - LozHelpers.cs → public enum ObjectHeight
 - Slight modifications to all ICollisionHandler concrete implementations: modified all HandleObjectCollisions() implementations to make use of ObjectHeight property
- Objects:
 - MovableRaisedBlock.cs
 - BombableWallUp.cs
- LegendOfZeldaDungeon.cs - Lines 204-211

(below is just for reference)

In the plaintext file for a readability review, include the following information:

- Author of the code review
- Date of the code review
- Sprint number
- Name of the .cs file being reviewed
- Author of the .cs file being reviewed
- Number of minutes taken to complete the review
- Specific comments on what is readable and what is not

In the plaintext file for a code quality review, include the following information:

- Author of the code review
- Date of the code review
- Sprint number
- Name of the .cs file being reviewed
- Author of the .cs file being reviewed
- Specific comments on code quality
- A hypothetical change to make to the game related to file being reviewed and how the current implementation could or could not easily support that change

Code Review by Jaci Taylor
Code Author: KT Goldstein
March 14, 2021

ObjectCollisionHandler.cs:

- Everything looks good to me. The only thing that could maybe be changed (it's nitpicky and more just personal preference) is for readability changing the code in Line 44 to use

a variable for the as statement. **Edit just realized this was something Simon implemented but I'll leave the comment here since it's not super important**
Refactoring involved in Object Collisions:

- Just glanced through the changes. Looks fine to me

MovableRaisedBlock.cs:

- Nothing I would change here

BombableWallUp.cs:

- Nothing I would change here

LegendOfZeldaDungeon.cs lines 204-211

- Nothing I would change here

Time taken: 25 minutes

Simon's Review

Author: Simon Kirksey

Sprint #3

Code Author: KT Goldstein

Collisions\ObjectCollisionHandler.cs

Refactoring: blockPushingSpeedConstant should use LoZHelpers.Scale so it doesn't change if we change the scaling of everything. Also, should the HandleObjectCollision account for if the colliding block is Walkable or do we want to use this to limit the movement of movable blocks?

Readability: For empty and single line methods, I prefer them to be shortened to a literal single line, like:

```
public void MethodName() { }
```

or

```
public void MethodName() => statement;
```

Also, now that we've implemented the methods, I think the comments can be removed as your code is solid and self-documenting. Likewise, you have a few single-line if statements that could have their curly brackets removed.

Objects\IObject.cs

Refactoring: Nothing!

Readability: You have some extra whitespace that could be removed.

LozHelpers.cs

Refactoring: You might want to explicitly assign numeric values to the ObjectHeight enum. That way, instead of checking if it is CanWalkOver or CanFlyOver, you could just check if (object.objectHeight < Impassable) (would require more syntax but I hope it's clear). This would add some future-proofing if we wanted to add some more ObjectHeights and not want to refactor everything that uses them.

Readability: Simple enum. Adding the explicit numeric values could remove the need for the comments.

Objects/MovableRaisedBlock.cs

Refactoring: No comment, solid job!

Readability: I'd make Draw() a single line method and change the ISprite to have the name "sprite".

Objects/BombableWallUp.cs

No comments. (I refactored this a tad when making BombableWallDown.cs)

LegendOfZeldaDungeon.cs

Solid job, no comments.

Recap

Summary

Solid coding overall! A lot of my suggestions are heavily based on opinions (which I have a lot of). The only comment that'd change functionality would be refactoring the ObjectHeight enum to have explicit numeric values.

Questions

What's your opinion on my opinion-based suggestions?

Time Spent

30 minutes