

IController

- MouseController

RoomTextureFactory

- MiniMap additions

Map1.cs

Anything dealing with the map/mouse controller in the main game file.

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### **Code Review**

Author: Yonace Ghebrehiwet

Date 3/14/2021

Sprint 3

#### **IController.cs**

private LegendOfZeldaDungeon myGame not used at all

I don't know if we are getting rid of all of the comments in our code, if we are delete the comment from line 54

Quality: Code quality looks fine

Readability: Can understand everything that is going on. It's nice and simple.

#### **RoomTextureFactory.cs**

Nothing to say here very small additions everything is correct

#### **Map1.cs**

Should have private access modifiers on instance variables minimap. Public or private on location depending on the future use of location.

Quality: Code quality looks good.

Readability: Can understand everything that is going on.

**Time spent: Approx 25mins**

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### **Code Review**

Author: Alan Wu

Date: 3/14/2021

Sprint: 3

#### **MouseController.cs**

Seems like nextRoom and previousRoom are fairly standard and simple commands. Consider removing unused variables.

Readability: Code is concise and has good readability.

Quality: Just consider removing unused variables

Hypothetical Change: Can probably also remove the parameters of RegisterCommand to simplify things since it is never used.

## **RoomTextureFactory.cs**

Not much to comment about here, a single png file was loaded to act as the minimap.

Readability: Nothing to improve upon since it is so concise.

Quality: Already extremely concise so quality is also good.

Hypothetical Change: Eventually the minimap will need to update with Link's location, so either a file for every minimap state will need to be loaded or alternatively you can remove the initial green dot and draw it on the minimap based on Link's position

## **Map1.cs**

Very standard creation of a Map sprite.

Readability: Extremely concise.

Quality: Every method is less than two lines which is great.

Hypothetical Change: Nothing since it is following the format of our other sprite classes.

**Time Spent : 20 minutes**