Peer Review Activity

LEWIS COMSTIVE – MATHS FOR GAMES  
9th April 2021

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| Author of project being reviewed: | Marcus Ellis |
| Reviewer: | Lewis Comstive |
| Date: | 8/4/2021 |
| Does the code conform to a consistent coding standard? Note the relevant coding standard and list places where the code can be improved | Yes.  All variables are in camelCase, no prefixes for differing types. All files are in root directory, including game asset files – sorting classes into subdirectories can help provide structure. |
| Is the code well commented, easy to read and understand? List at least one area for improvement or practice you can apply to your own programming | There are many comments throughout the code, some containing now unused code, some detailing what the code does, or any issues present. |
| Does the program function as intended? Comment on the mechanics of the application. Note any variation from the brief. Does the program perform identically on different machines? | The program functions as intended. Executable performs the same across multiple architectures.  No visible deviation from the given brief. |
| Is the code well structured? List at least one area for improvement or practice you can apply to your own programming. | The code is well structured and spaced out for increased readability. |
| Is vector and matrix math used correctly to draw and manipulation the position and orientation of the game objects? Note any differences in how calculations are performed between this program and your own. | The maths classes provided with the solution worked as intended, correctly displaying objects using a local and global transform matrix with translation and rotation.  Matrix implementation seemed to be in row-major whereas my library uses a column-major approach. |
| Is there anything else noteworthy? | No. |
| How would you rate the quality of this project? | 8/10 |
| What steps could be taken to resolve any quality issues? | There were no observed quality issues. |
| Was your own math class able to be used? | My maths library was incompatible as it was built using .NET Core, whereas the reviewed codebase uses .NET Standard. |