Code Review Defect List

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|  | | Reviewer: Palak Ojha | | GH Repo:<https://github.com/pojha12/ser316-fall2022-B-pojha1> | | |  |
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| **ID #** | **Location** | | **Problem Description** | | Problem | | |
| **File and Line Number** | | **Category** | **Severity** | |
| 1 | GamePlay.java | | Lack of getters and setters | | CG | MJ | |
| 2 | GamePlay.java Line 1 | | File doesn’t have banner comment filled | | CG | Low | |
| 3 | GamePlay.java Line 81,82 | | Line not indented to be inside {} | | CG | Low | |
| 4 | Main.java | | All 3 games can be put in a loop instead of called separately | | CS | Low | |
| 5 | GamePlay.java | | Almost every method in this class is public. It should be private | | CG | MJ | |
| 6 | GamePlay.java Line 6,7 | | Lists are not private | | CG | MJ | |
| 7 | Main.java | | When running, the experience points stay the same in game C | | FD | MJ | |
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Category: **CS –** Code Smell defect**. CG –** Violation of a coding guideline. Provide the guideline number. **FD** – Functional defect. Code will not produce the expected result. **MD –** Miscellaneous defect, for all other defects.

Severity: **BR** - Blocker, must be fixed asap. **MJ** – Major, of high importance but not a Blocker **LOW** – Low.