We reviewed group 6 (State Pattern) (person Kalina Petrova and Yidi Wu)

**We would give them the following mark:** 8.

**These are our tops (positive points) of the other group:**

* Good implementation according to the UML Design.
* Good project structure.
* Application is well implementing the pattern technique.
* Good unit test that cover the basic functionality of the application
* Good project report document, describe all the basic information of the project.

These are our tips (negative points):

* Would be nice to have unit test explanation on the report.
* Would be nice to put screenshot of the application interface.

This is how the can improve in the future:

* The object in the application might be able to move not only change the image (animation).
* Create one function or method to instantiate the game context in unit test, rather than instantiate it every time the method is tested.