Code Review

Student Name	*K.L.N.Saketh*
Student Roll number	*20161226*
Code Review of	*Bomberman*
No. of lines reviewed	576
No. of classes	7
No. of methods	15
No. of bugs identified	0
No. of code smells identified	4

Code smells identified

Code Smell	Short description
similar code	Similar lines in 2 files
too few public methods	Less than two public methods in a class
invalid variable name	Variable name has characters that should not be used
invalid class attribute name	Attribute name has characters that are not to be used
missing class docstring	No description for the class
missing module docstring	No description for the module
missing method docstring	No description for the method
bad white-space	Whitespaces missing around operators in the line
wrong import order	Certain modules need to be installed before others for proper working
len-as-condition	Do not use len function in the if condition
invalid constant name	Constant name has characters that are not to be used
singleton-comparision	Use is while comparing something with NULL
used-before-assignment	Using a variable before assignment
too-many-statements	Too many lines in a single function
too-many-branches	Too many nested if conditions

too-many-locals	Too many local variables in the code segment
unused-variable	Variable is not used anywhere
redefining-outer-name	Using the same variable name in different functions in the same file
trailing-whitespace	Extra spaces or tabs around the line
super-init-not-called	Init function of the inherited class is not being called
unused-import	Not used an imported module

Bugs Identified

Bug Number	Short Description
1	Some of the enemies stop moving after one of the enemies is killed