

# Code Review

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Code Review of	Bombberman(new)
#lines of code reviewed	363
#classes	10
#methods	47
#Bugs identified	1
#code smells identified	5

#pylint score	9.04/10
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# Code Smells

Code Smell	Reason of Error
unused-variable	a variable is defined but not used
too-many-branches	a function or method has too many branches
global-undefined-variable	An global undefined variable is accessed
old-style-class	a class is defined that does not inherit from another class

redefined-variable-type	Variable type redefined
duplicate-code	Same structure of code found elsewhere

## Bugs in the code

Bug number	Description
#1	Frame generation is done in a wrong way. If Bomberman is moved speedily then speed of the enemies will also be increased.