Code from Andy Newton
Review by Tapesh Sankaran

I can't say much on neatness as only a computer can understand my code, so I'll mention the positives. The code was very easy to follow, as there were comments for each function. The spacing was perfect and the use of many lua files kept each file cleaner and with less lines of code. The many files does help with the code neatness, but the consequence of that is it was hard to know what each file did. From an overview, some files were easy to interpret from their names, such as card.lua, tableau.lua, vector.lua, and more, but some, such as action or conf were vague. However, as said before, the code all had a very clear purpose that aligned with the file names, which I liked. I think this is a fine tradeoff as long as it works with the people coding with it.

I haven't gotten too far into the assignment, and it feels like you are much farther, so a lot of the points I make wouldn't be helpful. Enums were used much more than me, which was something I was planning on doing. A small nitpick would be that you reference the ranks by their numbers instead of "K". One example would be in suit_pile.lua, line 56. A possible fix could be an enum for ranks(RANKS.KING) or something like that. Similar things like this can probably be found, but it is really not need as any programmer can already easily understand what the code implies,

Overall, there is very little I can say for the neatness of the code. It seems like the perfect example of what is wanted for this assignment. The small fixes I said were to maybe combine certain files and use enums for ranks. These changes are very small and are unneeded.