

Sprint 3 Post Code Review 1 Meeting

02/28 Summary

Code Review 1 Discussion

- `sprite.Texture.Bounds` - Function is near ready
- `CollisionDetector` Parameters too many - Keep that way for now at least, ask Kirby on Wednesday
- `currObject.GetHitBox().Intersects(...)` - Separate to put rectangles into variables, reduce coupling
- `CollisionDetector` - Only makes calls if a collision is detected, if there is no collision, then the objects should already know what without a call to do when they update/change
- Update Method `CollisionDetector` - Should be updated every tick/cycle when the `gameobject` manager calls for it to do so
- Objects' constructors can be simplified - Take out the booleans since we know how objects will act when first created
- Add comments to classes - For more cohesion and better understanding throughout the team, add comments where possible/makes sense
- Capitalization of variables - Private should start lower case and then camel case, Public should start upper case and then camel case
- `GetRectangle()` Methods - Remove and then implement the `IGameObject` interface's function for getting the object's bounds
- `IDrawable` - Any objects that has an interface specific to itself should implement `IGameObject` and then that object should not implement specifically `IDrawable`
- Object Locations - Sprites will hold the objects' locations, therefore the objects themselves should not be holding any reference to a location since the states/statemachine can change the Sprite's location itself
- Background class - Only need `BackgroundObject` class, remove `Background` class

General Discussion

- Nothing else
- Moved onto pushing in our branch changes into Sprint3
 - Make pull requests to Sprint3 for people who have code that won't break everything
 - Everyone pulls from Sprint3 to update their code
 - Then check to make sure everything pulls fine for each person