CS 463 Code Review Subject: Group 15
Reviewer: Tyson Reitenbaugh, Group 14

Category	**Description**	**Reviewer's Comments**
Build	Could you clone from Git and build using the README file?	Not applicable; I do not have the required hardware to build. Cloning, however, is possible from the GitHub link provided.
Legibility	Was the flow sane and were variable names and methods easy to follow? Does the code adhere to general guidelines and code style?	Yes. The code presented was incredibly legible. In addition, the hierarchy of lists, structures, and groups within the Unity editor was well organized and easy to digest.
Implementation	Is it shorter / easier / faster / cleaner / safer to write functionally equivalent code? Do you see useful abstractions?	The code presented appears very efficient, with excellent use of functions and programming guidelines. Objects and structures are well designed with regards to refactorability.
Maintainability	Are there unit tests? Should there be? Are the test covering interesting cases? Are they readable?	Some debugging lines were present throughout the code. Unit tests may not be present, though I neglected to ask. Unit tests could be useful for guaranteeing many of the scripts and functions are working properly (for example, combining structures should result in the previous no longer acting independently).
Requirements	Does the code fulfill the requirements?	As far as I am aware, the requirements are fulfilled. I attended the design review for this team as well; the plans seem to be consistent and the progress is measurable. Many issues were presented then that have been addressed now.

Other	Are there other things that stand out that can be improved?	Without Unity engine experience, it is hard to say what is done well or poorly. However, everything that I can gauge from the code review suggests that this project is well designed and refactorable. Some minor bugs were presented that were not detrimental to the project's requirements. The only suggestion I can offer is something that may be of interest to the user: when an object is divided (such as cutting a slab), the success of this is not evident. Perhaps a small bit of opposing force between the new objects can be applied at the moment of separation to clearly differentiate the objects.