Author of the code review: Adam Cote

Date of the code review: 2/18/2023

Sprint number: 2

Name of the .cs file being reviewed: KeyboardController.cs

Author of the .cs file being reviewed: Shuangchen

Number of minutes taken to complete the review: 5 minutes.

We should make the controller for everything, not just the keyboard. We should also think about whether we want to do multiplayer for our game because they controller is hard coded for single player only right now. The controller also reaches into game a lot and assumes a lot about states which falls under the class-level code smell inappropriate intimacy.

Other than these small things, KeyboardController.cs has a great design and helps make a lot of things easier within the Mario game. The other class-level code smells such as cyclomatic complexity, downcasting, data clump, large class, and refused bequest are all not present in this class.