Author of the code review: Zhuozi Xie

Date of the code review: 2/18/2023

Sprint number: 2

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

Author of the .cs file being reviewed: Zhuozi Xie

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

Specific comments on what is readable and what is not:

The ISpriteE file is very similar to ISprite file. At the time I code it, I just find there are some variables that I didn’t use that pass between classes when using ISprite. So, to make my method clean and readable, I build a new interface from ISprite called ISpriteE. But when we merge our code together, the ISpriteE is very confusion, it is like a “Mysterious name.” So I plan to delete it at end, and keep using ISprite to make it readable for every member in the group.

Author of the code review: Zhuozi Xie

Date of the code review: 2/18/2023

Sprint number: 2

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

Author of the .cs file being reviewed: Zhuozi Xie

Number of minutes taken to complete the review: 7 minutes.

Specific comments on code quality

The GommbaSprite.cs is to give initialize the value of our sprite. GommbaSprite implement the class MovingEnemy.cs. Because we can also use the MovingEnemy to initialize our sprite, so the GommbaSprite is useless here and will take extra space. Finally, we delete the GommbaSprite only keep MovingEnemy.cs.