

Sprint_1 CodeReview

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Sprint: 1

Game1.cs. By(Jiashu Zhang(most), Yi Chen(some))

Quality: On the whole, I think my code is not bad. My main concern now is that when our code becomes more complicated, code will become very chaotic in the main class.

Way to solve: I don't know much about Sprite factory since this part job I do not focus on this time. But I think we get a better way through group discussion in the future. Such as command design pattern we learn from class and use at Controller this time.

Minutes: Ten

SpriteFactory.cs By(JiaShu Zhang)

Quality: Overall, I feel that this file is written very well. There is the core step of creating sprite, "creatSprite". It uploads all the Content and the corresponding paths of multiple pictures. In my opinion, this file seems to be relatively concise. For example, in the public enum sprites, Jiashu has made more detailed plans including Mario, Item, etc in different forms.

Improve: For this file, I think it is very basic but important. The first I know may can be better is that this file is directly connect to the main class(Game1.cs), so in this way we need to write game1.cs, we need several update, initial new variable, etc. I think we may can find a way to solve this problem in later project. Maybe we can build up a class, it have record the item we need to update, and in the main we can just have one update them we will update all the sprites. And I think as we going future, we may learn some new pattern which help us to we do it better.

Minutes: twenty.

fireMarioRun.cs (Jiashu Zhang)

Quality: In this review, I hope to focus on Sprite, because this time I mainly focus on Controller, Command and the corresponding receiver, while I just watched another large sprite. After reading the SpriteFactory and its running on main, I decided to start observing some more detailed code. First of all, this file is very similar to the animated one I wrote last time, but it has made a great improvement. They used gameTime on update to control the update speed of sprite, so that sprite would not be blurred because of too fast refresh.

Improve: I have watch several other sprite class after this, I find that every sprite need to animated have all the similar content, so I think we may can create a animated class to help them. (I am not sure at this method is better or worse.)

Minutes: ten