Sprint3_CodeReview

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CollisionDetector.cs

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Overall: This class have contained many important function for sprint3, which is the reason I review this class.

The main different for this class different from the last one is the BlockDetect. As the main part in DetectCollision is same as pervious version, we have add a BlockDetect in the method.

Comment: In BlockDetect have used for check if there are block under the Mario and Enemies. Both of them use the same way, using a Boolean to record if there are any block under entities. Base on Boolean, we can tell entities that if we should give it a gravity. It use lots of numbers for checking the position, which I believe it can be improved. For Mario, it uses 21, 65 and 33 for checking the x position and Y position. This may cause some problem as we changing the Mario Size.

Future Changing: We can use entities texture size and block texture size as data to check. In this way, It will always work even though we changed xml (or map) data. I think it will make code more flexible.

Minutes: 20.

coinRotate.cs

Author: JiashuZhang

Overall: We have update most all the block and enemy as Entity and have many function this time.

Comment: Most part is similar with other entity. Have setBoundary for showing the box and BoundaryBox for collision detection. Update as for animated Sprite and Draw selected area. It is a very normal structure of entity. It is a class ItemType to reflect the type of it. It also can create a enum for this too.

Future Changing: We may can create a Enum for item type.

Minutes: 15.