

Sprint4_Code Review

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GameState.cs

Author: Yi Chen

Overall:

This class is design for control the how game. Win state, Lose state, Pause State and Playing State.(I will also review related code part such as MarioEntity or KeyboardController. Because this class have related to many classes.)

Comments:

This class simply use the enum for showing the game state, and by reaction from the keyboard, and Mario, etc to react to the GameState. We have added a control on Draw and Update function. And also GameState will Response to Draw the picture and show Three different State.

The problem is that the how Class is not efficient enough. And I believe we should do some fix on changing the Update and Draw.

Make Better:

I think for the Game part, we may can create early, and using some function to invoke the GameState, not by Enum. And also we can create a big Interface for all different Sprite. Related, different game state we have different keyboard we can use, now we used in different command for controlling this.

Minutes:

twenty.

SoundManager

Author: Aoran Wang, Yi Chen

Overall: This class main part is done by Aoran and Yi works for telling the soundManager that there are responding game behavior to play some kind of music. The whole SoundManager is really easy to read. The form by two part, the first one is Load the music, the second is have related function to play the music.

Improving part:

For the mute function, it should build a function called Mutechange. This function can work for changing the mute or unmute without know is Sound mute or not. Since when we using the key "M", we just want simply change the muted bool from true to false or false to True.

Minutes: 15