Author of code review: Aoran Wang

Date of code review: 2/16/2021

Sprint number: Sprint1

Name of the .cs file being reviewed: goombaWalk.cs, koopaWalk.cs, coinRotate.cs, flowerFlash.cs

Author of the .cs file being reviewed: Aoran

Specific comments on code quality:

These files fulfilled the requirements in the PBI and since all of them are acting for the visuals showing on the screen, the code of these files has lots of similarities. And there are two types, static and animated. I spent most of the time in editing the sprite sheets from the Mario’s official website, such as the enemies and items. At the website, all of them are in the same piece of picture which need me to spend time to sperate them and make the background invisible. Therefore, these sprites classes could act properly. Besides, at the beginning, due to the frame changes too fast, some actions look weird thus I added the frame time for each animated sprite class and at the end, the actions look acceptable. But I met some difficulties since this is a team project, my codes need to fit in other parts. Since it is a command pattern, I need to assign each images a class and based on their properties to decide whether it is animated which costs me some time. Overall, I think these codes could work well but I think it can still be improved after I learn more from this class to make my codes more functional and have a better structure.

Number of minutes taken to complete the review: 35 minutes.

A hypothetical change to make to the game related to file being reviewed and how the current implementation could or could not easily support that change.

For the sprites that I mentioned above, one change could be implemented is to make the animated character moving in the screen just like what we have done on sprint 0. And the current implementation could not support that change but it could be easy to modify to fit this change.