Code review for Sprint 1

1. Author: Jiashu Zhang
2. Date: 02/16/2021
3. Sprint Number: Sprint 1
4. .cs files reviewed: AvatarState.cs, GameExperienceAction.cs, GameExperienceCommand.cs, PlayerActionCommands.cs
5. Author of the .cs files reviewed: Yi Chen
6. Comments: Yi Chen uses very neat code to complete the command and controller parts, using two sets of unique enum data groups to distinguish the current Mario state and status. State represents Mario's action, and status represents Mario's state. These two values can be used together to determine which sprite Mario should use. In addition, the development of this writing method is very good. When writing subsequent content in the future, it can be continued according to the current format, which makes the code very convenient.
7. Time used to complete the review: 30 min
8. Hypothetical change: Nothing comes up to my mind.