* Author of the code review： Kexin Cui
* Date of the code review: 2/16/2021
* Sprint number: 1
* Name of the .cs file being reviewed: Game1.cs
* Author of the .cs file being reviewed: many
* Specific comments on code quality: cannot implement block state changes if more than two blocks
* Number of minutes taken to complete the review: 20min
* 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
* If there are more blocks to use in the future sprite, maybe we need to change another way to implement state-action change