Author of code review: Aoran Wang

Date of code review: 3/2/2021

Sprint number: Sprint2

Name of the .cs file being reviewed: LevelBuilder.cs, SpriteManager.cs, SpriteType.cs, XMLDefinition.cs

Author of the .cs file being reviewed: Aoran, Yichen, Kexin

Specific comments on code quality: All of these files are used for the PBI 23 and PBI 24 the tile map and the level 1-1. The most difficult part is the LevelBuilder and SpriteManager, the other two is quite easy, it just needs to define the variable’s names. The code in LevelBuilder and SpriteManager are kind of complicated but the code is logical since we divided different things into different lists and things become clearer. Thus, in my opinion, though the code looks long but it is easy to understand.

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.

In the future, after we learned more about the TileMap, I think we can write those four files into 2 or 3 files instead. I think the implementation could easily support that change since the logic has not been changed, it is just the form changed.