* Author of the code review： Kexin Cui
* Date of the code review: 3/2/2021
* Sprint number: 2
* Name of the .cs file being reviewed: SpriteManager.cs
* Author of the .cs file being reviewed: Yi Chen
* Specific comments on code quality: can read the information from the xml map and implement the sprites and entities
* Number of minutes taken to complete the review: 10min
* 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 state-change entities needs to be added to the game, we might need to create more entity list. It might be better to create an abstract entity class