Author of code review: Aoran Wang

Date of code review: 3/16/2021

Sprint number: Sprint3

Name of the .cs file being reviewed: MarioEntity.cs, XMLDefinition.cs

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

Specific comments on code quality: We added new entities to the XML file since for this time it need the background to move at a different character compared to Mario. In the MarioEntity class, since we need to suits the new implemented camera class, we need to adjust the camera’s moving speed and Mario’s moving speed.

Number of minutes taken to complete the review: 20 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, we need to implement the flag and castle in our game, thus we need to consider add these entities. This change could be easily added since we already created our sprite factory and we just need to add some new sprites and edit our XML file to achieve these changes.