Author of code review: Jiashu Zhang

Date of code review: 3/16/2021

Sprint number: Sprint3

Name of the .cs file being reviewed: KoopaEntity.cs, GoombaEntity.cs

Author of the .cs file being reviewed: Jiashu

Specific comments on code quality: For this sprint, we need to let the Koopa and Goomba start to walk and add the death situation to the sprite. It takes me lots of time to achieve these goals since I need to connect to the collision and gravity part, which makes the whole part really complex.

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.

Make the game easier to read since we added lots of classes interfaces in the code and sometimes I find it is hard to use some external class in a specific .cs file. In the future, I think we can implement some design patterns to the code to make the code more efficient.