Author of code review: Kexin Cui

Date of code review: 3/16/2021

Sprint number: Sprint3

Name of the .cs file being reviewed: FireballEntity.cs, QuestionBlockEntity.cs

Author of the .cs file being reviewed: Kexin

Specific comments on code quality: The fireball need to connect to the speed and gravity to make it functional as required in the PBI. Also, for the consideration of the fireball’s size, it should be smaller than Mario but it can kill the enemy which means it can detect the collision with different size of items.

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, after the player hit the question block, the bumped up things should appear a little bit slower and at this time, the fireball has a black background which I will try to modify the image.