Author of code review: Jiashu Zhang

Date of code review: 3/30/2021

Sprint number: Sprint4

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

Author of the .cs file being reviewed: Jiashu

Specific comments on code quality: I’ve finished the fireball part which is not done in the last time. And I implemented it just like when I playing it at <https://supermarioplay.com/>. I made the fireball move like a falling curve and also the fireball could bounce between the blocks. Also, I fixed some enemies actions and the enemy could be killed by a fireball and disappear in the screen.

Number of minutes taken to complete the review: 30 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, I could implement different kind of “fireballs”, like frozen balls, which could make the enemy stop moving. I think this could be easily support since the logic is kind of similar to the fireball, but it need take me some time to write the frozen state.