Author of code review: Aoran Wang

Date of code review: 3/30/2021

Sprint number: Sprint4

Name of the .cs file being reviewed: SoundManager.cs, LevelBuilder.cs

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

Specific comments on code quality: The main part that I do is about the sound effects and create the secret area. Add sounds effect or the background sound is quite easy, but making it work with other parts of our sprint is quite difficult. Thus I write a sound manager to control the sound and list all the sound effects and write each of them into a if statement to make the logic clearer.

Number of minutes taken to complete the review: 25 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 could implement more hidden areas for the game. Also, we could add some new strong enemies which could also make some fireballs and hurt the player.

The change could be easily implemented since we just need to import some new classes and find some pictures.