

SSAD Assignment 3 - Code Review

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Code Review of the Assignment: **Mario**

1. Number of Lines Reviewed: **1159**
2. Number of Classes: **16**
3. Number of Methods: **52**
4. Number of Bugs Identified: **2**
5. Number of Code Smells Identified: **6**

1 Bugs

Major/Minor bugs found and fixed

Bug Number	Short Description	Status
#1	Player can play Levels 3+, although only levels 1-2 are defined	Fixed
#2	Game crashes on non-numeric input during level selection	Fixed
#3	Jump fails randomly on testing with pytest	Fixed (Part 2)
#4	Movement Right and Left has a random delay, found with pytest	Fixed (Part2)

2 Code Smells

Code Smells found and fixed

Code Smell	Short Description
Comments	Missing File Docstrings, some missing module Docstrings. Most Class docstrings present. Unnecessary comments, lack of required commenting in parts of the file. Code is not clear in several parts
Dead Code	Unused Imports in backgrounds.py, main.py, maps.py, people.py, screen.py. Useless super() invocation in objects.py, class Thing is a useless delegator class
Long Method	maps.genlevel(): too much configuration detail is present at the module level and should be abstracted out; gamestate.change_state() has too much branching
Long Parameter List	people.py, screen.py
Middle Man	Thing is a wrapper class and has no functionality
Indecent Exposure	"Private Variables" aren't private, can be accessed for several files and classes