# Dungeon Adventure Refactor Log

1. Moved the character creation methods, generateMonster and chooseHero, into a new class CharacterFactory to act as a factory for creating said characters. The Dungeon class now calls methods from CharacterFactory so that CharacterFactory is the only class that handles any concrete character creations.
2. Removed various instances of dead or unused code and code implementation. Examples are DungeonCharacter implementing Comparable and having a compareTo method that never gets used, removing the Hero variable in chooseHero that never gets assigned (method just returns a new object)
3. Renamed many textual occurrences for better readability. Examples, theHero to hero, theMonster to monster, hitPoints to hp, HitPoints to HP, chanceToHeal to healChance, damageMin/damageMax to min/max, healMin/healMax to min/max
4. Added packages for the code: characters, config, and main. Keyboard is in config, Dungeon is in main, and everything else is in characters
5. Changed visibility of methods in Hero class:
   1. public Hero(…) -> protected Hero(…)
   2. public void readName() -> private void readName()
   3. public boolean defend() -> private boolean defend()
6. Changed visibility of methods in Monster class:
   1. public Monster(…) -> protected Monster(…)
   2. public void heal() -> private void heal()
7. Changed visibility of methods in DungeonCharacter class:
   1. public DungeonCharacter(…) -> protected DungeonCharacter(…)
   2. public int getHP() -> protected int getHP()
   3. public int getAttackSpeed() -> protected int getAttackSped()
   4. public void heal(…) -> protected void heal(…)
   5. public void subtractHP(…) -> protected void subtractHP(…)
8. replaced all class level fields and constructor parameters involving min/max with int arrays to simplify fields and reduce number of parameters in constructors. This includes damageMin, damageMax, healMin, healMax
9. removed improperly non-instantiated variables in methods, notably the canAttack/canHeal Booleans in attack() and heal(), as well as the damage and healPoints integers in those methods as well