Alexanders row count.

For some reason my (Alexander) rows have decreased a lot during the project. This might be because we had failed to use gradle in the project and had to fix this later. Another reason why my row count is so low might be that i were working on an alternative way to represent the map visually but due to lack of time someone else made the map in an other way and we then chose to used that approach because i had problem to finish my code in time. As one can see in the pictures below, my row count has decreased by at least 400 rows. Also most of my work in code were done early in the project, since i worked on the Map class that is a major part of the game that had to be done before other parts could be implemented. This may also have lead to my code being touched a lot when doing refactorisations. I have also worked with some view classes in fxml. That code is not being counted.



