Hunter Rich

Bryan Wilson

Justin … No one cares

Refactoring’s

1. Moved all special attacks of each hero to their own class that inherits from specialAttack interface
2. Trashed keyboard class and replaced with Scanner Object
3. Improved battle method for better readability
4. Removed all concrete hero classes and moved uniqueness of each class attributes to hero factory
5. Moved battleChoices logic to battle method
6. Changed all variable fields to private in each class and added getters and setters where needed.
7. Made all but the main method in Dungeon private.
8. Removed the comparable interface because it was never used from hero class.