**Baloons-Pop-Three changes documentation**

1. **Refactoring major classes**

**“Person.cs”**

* The directives “using”, are now placed inside the namespace.
* The class is now Public.
* Renamed the class to “Player.cs” .
* The fields  : string and name , are now private.
* Added validation for name.
* Adding  temporary documentation, may be changed in the future.
* Fixed StyleCop warnings, such as adding “this” to the calls.

**“Coordinates.cs”**

* The directives “using”, are now placed inside the namespace.
* The class is now Internal explicitly.
* the local variable “coordinates” in “TryParse” method is separated in two vairables “coordinateX” and “coordinateY”.
* Added constants for number of rows and columns. After that they are used in the class instead of the “magic” numbers.
* Added exception handling if there is wrong input for coordinates “X” and “Y”.
* Fixed StyleCop warnings, such as adding “this” to the calls.

**“GameBoard.cs”**

* The directives “using”, are now placed inside the namespace and unused are removed.
* **Renamed variables :**
* broya4 -> remainingBaloonsCounter
* gb -> gameBoard
* i -> row
* j -> column
* c -> currentPosition
* value -> baloonValue
* count -> shootCount
* get -> GetBaloon
* c1 -> newPositin
* IsCoordinates -> isCoordinates
* Added “this” where needed.
* The fields are private now.
* Added constants instead of the “magic” numbers.
* Fixed comments.

**2.Reformatted the code structure.**

* Created project skeleton.
* Divided all of the classes into lesser classes and interfaces.
* Interfaces were refactored according to best practices:
* *Proper naming.*
* *Proper Access modifiers.*
* *Made sure that they provided good abstraction*.
* A handful of folders were made for easier navigation and readability.
* The files were put in their respective folders.
* More subfolders were made.
* Added text files to hold information for Top score and Player.

**3. A Folder “Common” was created.**

* **Holds and introduces:**
* **Constants**
* ***GlobalConstants.cs:***
  + *internal const int EasyLevelCols = 5;*
  + *internal const int MediumLevelRows = 8;*
  + *internal const int MediumLevelCols = 8;*
  + *internal const int HardLevelRows = 12;*
  + *internal const int HardLevelCols = 12;*
  + *Etc.*
* ***GlobalMessages.cs:***
  + internal const string SavedGameMsg = "Your game has been saved!";
  + Etc..
* **Enumerations**

[***BalloonType.cs***](https://github.com/Baloons-Pop-3/Baloons-Pop-Three/blob/master/Source/Common/Enums/BalloonType.cs)

[***CommandType.cs***](https://github.com/Baloons-Pop-3/Baloons-Pop-Three/blob/master/Source/Common/Enums/CommandType.cs)

[***GameDifficulty.cs***](https://github.com/Baloons-Pop-3/Baloons-Pop-Three/blob/master/Source/Common/Enums/GameDifficulty.cs)

[***ShootingDirection.cs***](https://github.com/Baloons-Pop-3/Baloons-Pop-Three/blob/master/Source/Common/Enums/ShootingDirection.cs)

* **Serializers**
* [***JsonSerializer.cs***](https://github.com/Baloons-Pop-3/Baloons-Pop-Three/blob/master/Source/Common/Serializers/JsonSerializer.cs)
* ***Added Folder “Contracts”***
* **Validators**
* ***CommandValidator.cs***

**4.Reformated Variable names.**

* In every single class and interface.
* variables are now named using madePascalCase and according to best practises.

**5.A lot of code formatting such as .**

* *Formatted the curly braces { and } according to the best practices for the C# language.*
* *Put { and } after all conditionals and loops (when missing).*
* *Character casing: fields made camelCase; types , methods , constants  madePascalCase.*
* *Formatted all other elements of the source code according to the best practices introduced in the course “*[*High-Quality Programming Code*](http://telerikacademy.com/Courses/Courses/Details/244)*”.*

**6.Fixed StyleCop Warnings.**