**REFACTORING**

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| Refactoring Type | Refactoring Class | Screenshot |
| Move Method | Game.java | Implementation of the reinforcement, attack and fortification as methods of the Player class. |
| Recompose Conditional Expression | GameController.java | Remove extra else if because there is no code inside it. |
| Extract method | GameController.java | Separate save and validate method from each and every case of edit |
| Rename Method | Game.java | Change the name of the method |
| Rename Method | Game.java | Change name of the method |
| Recompose Conditional Expression | GameController.java | Edit map method |