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| Refactoring Type | Refactoring Class | Screenshot |
| Recompose Conditional Expression | Map.java | Remove extra else if because there is no code inside it. |
| Extract Variable | GameView.java | Extract the variable number of player in world domination view method |
| Lazily Initialized Attribute | CardExchangeView.java | Initialization of the below buttons at the first usage (lazy initialization) |
| Extract Method | GameView.java | Remove the duplicate code and put it into a separate refresh method |
| Extract Method | GameView.java |  |
| Lazy Intialization | MapCreateView.java |  |
| Extract Method | MapCreateView.java | Separate the listeners from the createFrame method to increase the functional modularity. |
| Rename Method | Player.java |  |
| Extraxct Method | CardExchange View.java | Separate method for listeners on button to increase the code modularity. |
| Rename Method | GameController.java |  |