# Refactoring Documentation for Project “Game 15”

Team “FRANCIUM”

1. Redesigned the project structure:
   * Renamed the project **igrata15** to **Game15**.
   * Renamed the main class **Program** to **MainMethod**.
   * Extracted classes containing properties, fields, constructors and methods out of static methods. The following classes have been created:
     1. **Board** (all related functionality moved in it)
     2. **ConsoleRenderer** (all related functionality moved in it)
     3. **Engine** (all related functionality moved in it)
     4. **Messages** (all related functionality moved in it)
     5. **Score** (all related functionality moved in it)
     6. **Turn** (all related functionality moved in it)
2. Reformatted the source code:
   * Removed all unneeded empty lines, e.g. in the class **DvoikaImeRezultat(block of 39 empty lines!)**.
   * Inserted empty lines when necessary following the quality code formatting conventions.
   * Split the lines containing several statements into several simple lines, e.g.:

|  |  |  |
| --- | --- | --- |
| **if (input[i] != ' ') break;** | **🡪** | **if (input[i] != ' ')**  **{**  **break;**  **}** |

* + 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: variables and fields made **camelCase**; types and methods made **PascalCase**.
  + Formatted all other elements of the source code according to the best practices introduced in the course “[High-Quality Programming Code](http://codecourse.telerik.com/)”.

1. Renamed variables:
   * …
2. Extracted the method **???()** from the method **???()**.