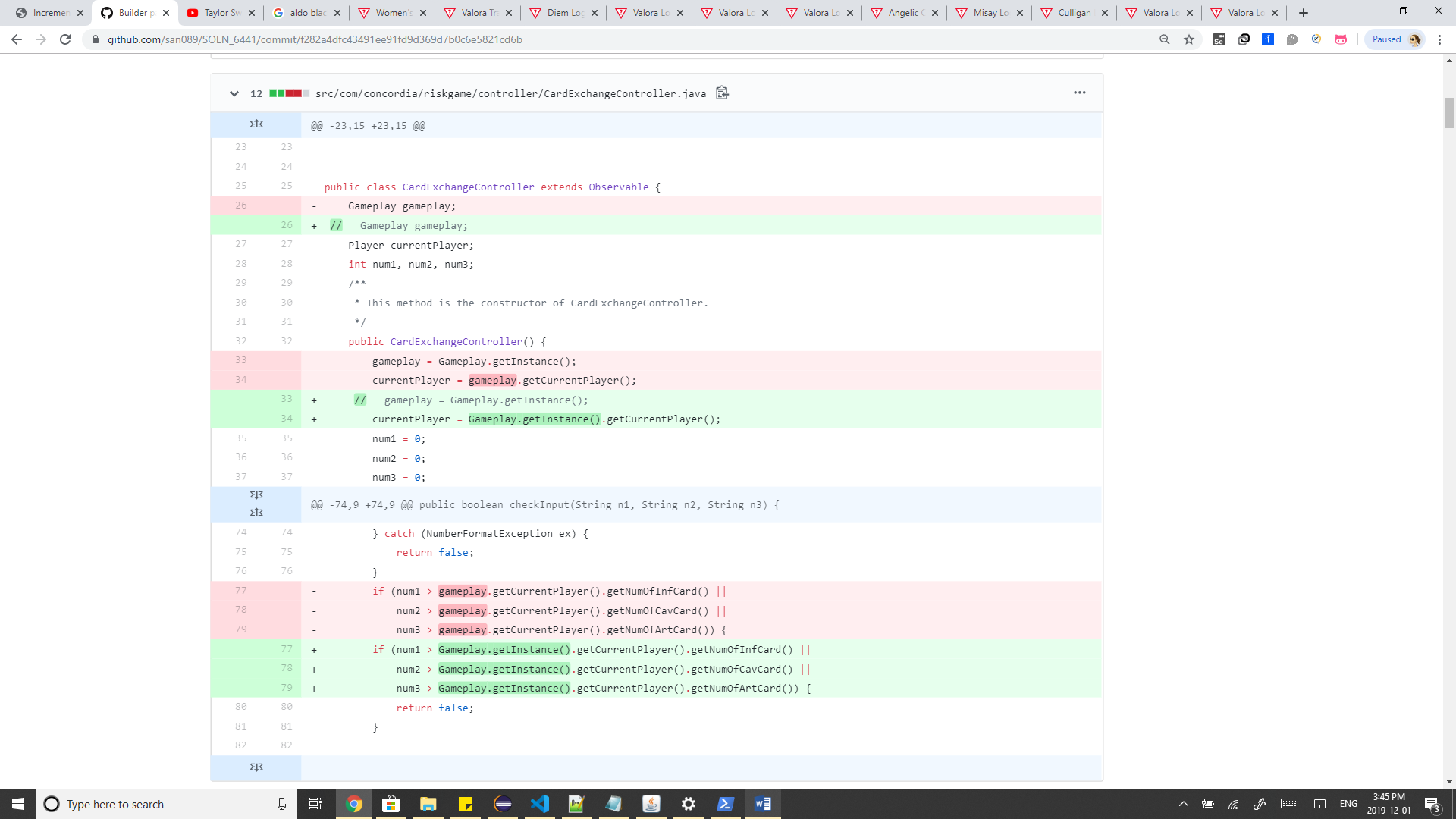
**REFACTORING LIST**

Team A

Between Build 2 and Build 3 we did the following refactoring:

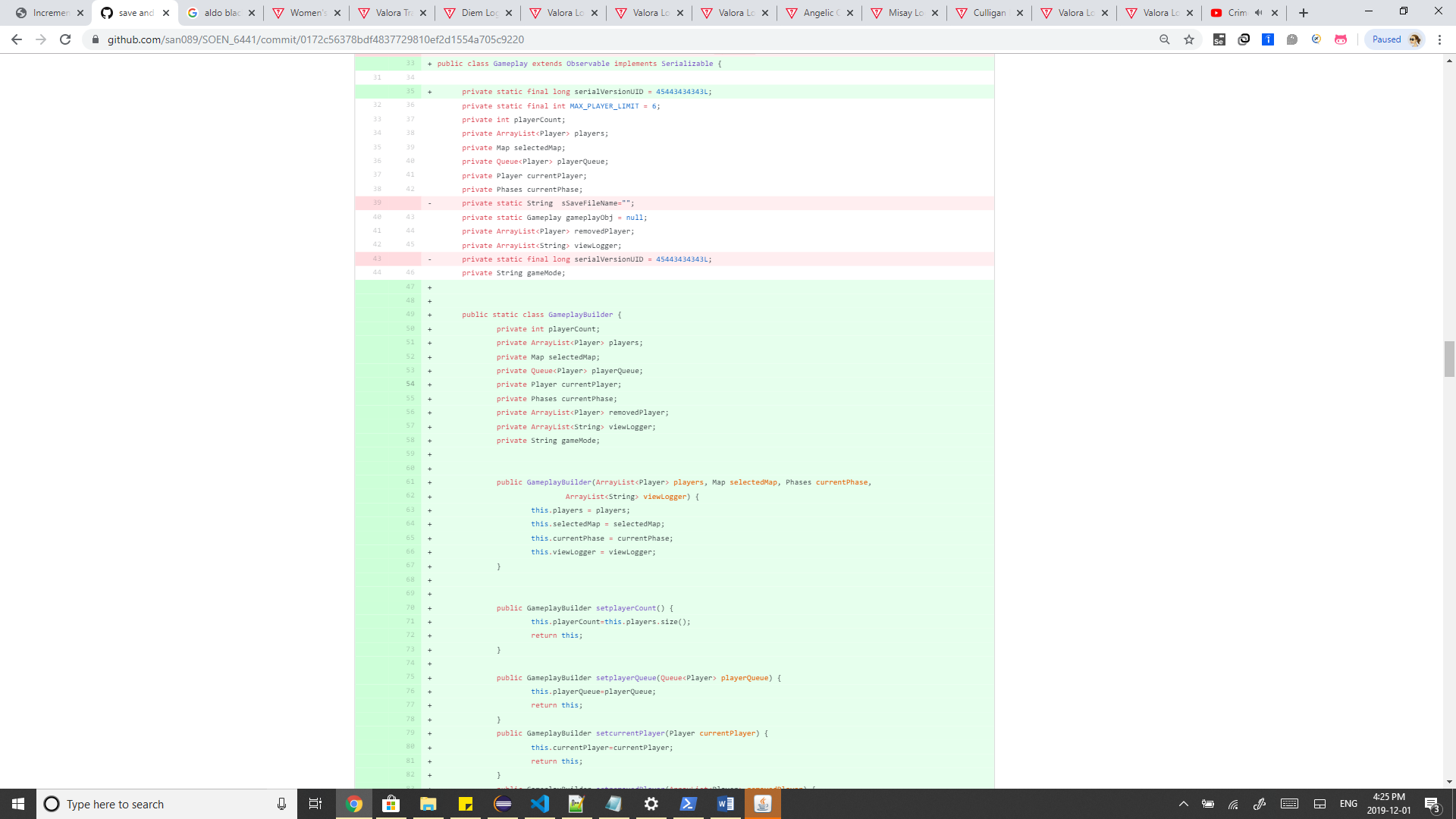
1. Call gameplay instance directly without assigning it to a variable to help with loadgame.

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| Build 2 | Gameplay instance was set on a class variable when the game begins. |
| Build 3 | Gameplay instance being singleton is directly invoked where required. |



1. Change the structure of gameplay class to enable game loading using builder pattern.

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| Build 2 | Gameplay object was being set once while starting the game. |
| Build 3 | Gameplay builder has been created as a nested static class in Gameplay class and the class variables are set using it on loading a saved game. |



1. Player class modularity

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| Build 1 | User was able to populate countries and assign armies even with less than 2 players though an error message was thrown. |
| Build 2 | Minimum 2 players are mandatory to proceed with populating countries. |

1. Set a default path for saving map.

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| Build 1 | Maps were being saved in the current system directory where the IDE or Jar is invoked from. |
| Build 2 | Maps will be saved to a set location. |
| Decision | Required. |
| Solution | Create a variable in constants to set the map save location. |

