Assignment 3 Report CMPT276 Group 12 Hayato & Rose

Duplicated code in checkObject() in collisionChecker.java

- Added a helper method which implements the duplicated part in the original code to get rid of code duplication
- New method used to solve this code smell is setSolidAreaOfMobile()
- Commit: 1e38599ecda2b191f564739bf1b3538837e8f89d

Unnecessary branches from update() in GamePanel.java

- Got rid of unnecessary if statements in update()
- Code works just fine without these branches
- Commit: 10ef323fca968c61fd9f74a3e0e816656d648ffb

Long method KeyPressed() in KeyHandler class
- Decomposed into multiple methods to make it understandable by other developers
- New methods used to solve this code smell are titleStateOptions() and PauseInstrutionOptions()
- Commit: f15b635f2505e60b13e6dc052cc199ff55701335

Duplicated code in drawLoseScreen() in UI.java
- Added a helper method to do the duplicated task
- New method used to solve this code smell is g2SetFont40F()
- Commit: cd339c407556f30f652a36bcbec62ae1a0586464

Unused Method in MainCharacterTV class
- Identified an unused method called MainCharacterTVConstructorForTestingPurpose(), and removed
- Code works just like before after getting rid of method
- Commit: a3ae144b5a466fb7d8d68997834c3faab2817485

Hard coded file path name in OBJ_Battery
- Found that everytime we access File() to read an image, we hard-coded the pathname.
- Assigned the pathname to a variable first, then pass it to File() so that we can reuse the pathname without typing the whole URL.
- Commit: 731e7f4a19eeb8f02369b70363496b29e8c742a2