1. Long Method in SetObject method in AssetSetter class
   Solution:
   - Decomposed the method into other methods that were named appropriately after it's intention
   - New methods that were added to fix this includes: setLevel0Objects, setLevel1Objects, and setLevel2Objects. Each level has its own method to set objects now.
   - Commit: 112a4b147c4ca1ef3c7859f0a52ec88f132d477b

2. Long Method in SetMonster method in AssetSetter class
   Solution:
   - Decomposed the method into other methods that were named appropriately after it's intention
   - New methods that were added to fix this includes: setLevel0Enemies, setLevel1Enemies, and setLevel2Enemies. Each level has its own method to set enemies now.
   - Commit: 112a4b147c4ca1ef3c7859f0a52ec88f132d477b

3. Duplicated Code in restart and retry methods in GamePanel class
   Solution:
   - Used extract method and invoked the code from both places.
   - The new method that was added contains code that was found in the restart and retry
   - Commit: 8424043575a8903e39436c851e04223599ed7441

4. Unused Variable in MainCharacterTV class
   Solution:
   - Removed hasKeyCard boolean variable as it was never used
   - Variable was used before but was accidentally left behind after design changes
   - Commit: 1870a9ca93e6e4d0cf4fb71bdc1184845d05649f

5. Unused Variable in MovingObject and MainCharacterTV class
   Solution:
   - Removed DirectionX and DirectionY integer variables as they were never used
   - Variable was used before but was accidentally left behind after design changes
   - Commit: f2328e145475df5142850076417c9f44c8530778

6. Unused Variable in Entity class
   Solution:
   - Removed image6 BufferedImage variable as it was never used
   - Variable was used before but was accidentally left behind after design changes
   - Commit: e445ed66c3720bc4c74607abc05b6a93e02e12fa