

P5 Refactoring and Design Pattern List

CS414 - And Yet it Compiles

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1. Adjust the way games are managed so that a user can play multiple games at once
2. Add the ability to view another users profile
3. Create GUI classes for playing jungle, following a MVC pattern (Model: JungleGame, View: BoardUI, Controller: ClientGameController)
4. Add a persistent database that store information between server runs
5. Adjust the way the CLI works so viewing profiles works
6. Changed arguments for makeMove method in JungleGame so other classes don't need to know about the JunglePiece and JungleTile classes. This supports the low coupling GRASP pattern.
7. Split up the initializeBoard method within JungleBoard into two separate methods (initializeWhitePieces and initializeBlackPieces). This improves the readability of the code and keeps each method more focused on one task.
8. Made initializeBoard, initializeWhitePieces, and initializeBlackPieces methods private. This supports GRASP responsibility assignment, because it ensures that no other classes are necessarily aware of these methods.
9. Adjust the way the getValidMoves() works