

Refactoring Log (Design Patterns implementations are highlighted in yellow:

- Separated classes into **Model View Controller** packages.
 - o Model now contains:
 - Board.java
 - Color.java
 - Game.java
 - Status.java
 - Tile.java
 - Token.java
 - Type.java
 - User.java
 - o View (userInterface) now contains:
 - BoardComponent.java
 - CreateAccount.java
 - Dashboard.java
 - GameBoard.java
 - Login.java
 - TokenComponent.java
 - ViewProfile.java
 - o Controller now contains:
 - Controller.java
- Implemented **Façade** Pattern
 - o Splitting up all classes into different packages (façades)
- Extraction of Code:
 - o createAllTokens() in Board.java
 - o validMoves() code extracted into other methods (such as checkDirection())
- Rearranged class structure to **reduce coupling**
 - o UI touches Controller
 - o Controller touches Game, Server, and Client
 - o Game touches Board
 - o Board touches Tile and Token
- Removed Log.java, Profile.java, and Invitation.java
 - o This helps cut down on coupling and helps from storing data that is never used on the clients computer