# Refactoring Documentation for Project “Balloon-Pop-5”

Team”Lutetium”

Refactored the code and made it easier to read and go around.

Renamed the project to BallonsPop5Game  
**Renamed the given classes and created new classes:**

1. BalloonsMain.cs
2. Command.cs
3. ConsoleCommunicator.cs
4. ConsoleCommunicator.cs
5. CurrentAction.cs
6. Engine.cs
7. ICommandParse.cs
8. IPlayField.cs
9. IUICommunicator.cs
10. Player.cs
11. PlayField.cs
12. ScoreBoard.cs
13. Used to start the game and create the field that we will be playing.
14. The commands that the engine can do
15. Checks the player inputted command from the console and sends the command to the engine to tell it what to do. Checks if the command entered is a coordinate or a command to show top etc.
16. Used to call all things that require something to be printed to the console (field, winner board, instructions, player names etc.)
17. The current action of the engine that it is in.
18. Used to coordinate all the commands and actions and send it thru out the code to do it’s purpose. Checks if the game is still running or if the player has cleared the field.
19. Interface determine operations over a user command