Angelica Rodriguez  
Benjamin Paul  
Corey Alexander  
Lindsey Watterson  
5/1/2013

**BAHOTH Metrics**

We will be tracking the following metrics using the Metrics plugin for Eclipse for our game:

1. **Number of Overridden methods** – makes it easier for us to find what classes extend other classes, and if there is a bug in a general method, we will know what class over wrote it, etc.
2. **Depth of Inheritance Tree** – too much abstraction leads to slower code; we want to make sure this is low for our system.
3. **Efferent Coupling** – We want to make sure classes within packages don’t rely too much on other packages, otherwise that is an indication that they should be moved to that package.
4. **Number of Parameters** – To make sure we do not have an excessive amount of parameters besides where it is necessary, like in our Character class.
5. **Weighted Methods per Class**- The higher this is, the harder the code is to maintain and test.