Software Engineering Cowards – SPRINT 4 DELIVERABLE

Brian Ashworth – RedSoxFan

John Johnson – jdj20

Edwin Mellett – WynWinz

**Aaron Tamenne – atamenne**

https://github.com/RedSoxFan/2174\_CS1530\_SoftwareEngineeringCowards

(15 MAR 2017)

SPRINT 4 ACCOMPLISHMENTS

For this sprint we still mainly communicated via a group text and simply talking in class. We mostly decided that we would each refactor the code we had previously written since we would know it the best. As a group no disagreements arose during this sprint since we were essentially just fixing our own code and not implementing any new functionality, so no real creative decisions had to be made. During this sprint I looked back at the previous save and load functionality and testing I had implemented and found ways to make it cleaner. I got rid of some “magic numbers” in some loops by replacing them with named constants we had created. This way if we ever need to change these numbers we just have to change the variable, and don’t have to search all through the code to see where the number is used. I also did something similar with the path names for where games are loaded and saved to. Instead of hard coding in the path I switched to using a string variable for the same reason in case the path must eventually change. I did the same thing in the tests as well. I also removed some earlier functionality that was no longer needed such as having the Board class be serializable. Since we originally saved the game data as an object this was necessary, but now that we are using a text file we no longer need to implement serializable and do not need an ID constant to be a field of the Board class. Overall I did cleanup that would hopefully make the code easier to read and modify in the future as the project grows in size.