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| Change | Class | Reason |
| Delete viewScores method | ControlDesk | Empty method. Unused. |
| Delete class | Alley | Redundant code from Drive |
| Changed parameter numLanes to inNumLane | ControlDesk | Adds readability and removes need to call “this” |
| Removed “this” on start() | ControlDesk | Unnecessary call |
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| Changed Exception to Throwable | ControlDesk | Caught exception needs to be throwable |
| Delete initialize to null | ControlDesk | Redundant |
| Changed Exception to Throwable | ControlDesk | Caught exception needs to be throwable |
| Removed “==false” added ! | ControlDesk | Simplified code |
| Removed instantiation for new Party | ControlDesk | Unnecessary code |
| Add lanePublish method logic to publish method | Lane | Remove extra instantiation. Simplify code |
| Deleted buttonMargin variable | LaneStatusView | Unused variable |
| Delete lanePublish method | Lane | Unused method |
| Delete unpauseGame method | Lane | Unused in release |
| Delete pauseGame method | Lane | Unused in release |
| Remove unsubscribe method | Lane | Unused in release |
| Remove isGameFinished method | Lane | Unused in release |
| Remove java.text.\* | AddPartyView | Unused in release |
| Remove explicit cast (Bowler) from le.getBowler() | LaneStatusView | Unnecessary casting |
| Remove “foul.setText”  Jp.add( fLabel )  Jp.add( foul ) | LaneStatusView | Code was commented out |
| Remove  if(i > 1) | Lane | Empty if statement body |
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