

## CMPT 276

### Assignment 3

Sahba Hajihoseini, David Ligoeki

1- Entity: in canMove(), we detected an unnecessary condition and deleted it. We also made sure that the code works without this part. → d5e3412e

2- Moving enemy: Initialized false value for hasMoved in the moving enemy constructor because it was not explicitly stated as false. → d5e3412e

3- Changed how user score is initialized because it was being changed in multiple different places upon creation of userCharacter. Also made it possible to have the score start at 0, and then changed moving enemy collision() so gameover is still reached upon hitting a moving enemy → 758c39fb (fixed the comments in → afdb5dac)

4- Gave clarity to functions and condition statements through consistency in semantics in entity.java. These parts needed refactoring because there were some alternations between using curly braces and not using curly braces which made it difficult to understand which code is executed by each condition/function. → afdb5dac

5- Entity.java: We detected an unnecessary imported file. Importing render in entity was useless so we removed it. → 3ed5ac26

6- Entity.java: Removing unnecessary methods(pause and unpause) since they were not used in the code. → ed828638

7- Entity.java: The boolean variable isPaused was not necessary so we deleted it during refactoring. → 63ddab40