

COMMIT MESSAGES/HISTORY OF VERSION CONTROL

```
commit 8199c892ac5a7a20b29f95324108fba124b824c8 (origin/experimental/for_code_understanding, experimental/for_code_understanding)
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Fri Nov 19 15:52:08 2021 +0800
```

Starting files

```
commit faa3b01da9153e3a5a5edb29e44bc3a49fc048c6
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Tue Nov 23 10:21:03 2021 +0800
```

Refactor HomeMenu: Create a new HomeMenu class which is only responsible for providing a layout for start button and exit button

Previously, the home menu class has more than one responsibility, which has violated the single responsibility principle, so I decided to refactor it by splitting it into 3 classes (HomeMenu, StartButton, ExitButton) which each only has one responsibility.

```
commit 1565b0c499db4f3a6f0703914a19dea306aeea91
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Tue Nov 23 10:25:21 2021 +0800
```

Refactor HomeMenu: Create an ExitButton class which is only responsible for closing the game program when clicked

```
commit 13a91360373caa2e6a59530cbff08f6d1597503a
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Tue Nov 23 10:29:42 2021 +0800
```

Refactor HomeMenu: Create a StartButton class which is only responsible for starting the game when clicked

```
commit 8de177c846298dc96c2ec54930ede944d099019a
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Tue Nov 23 10:52:21 2021 +0800
```

Refactor HomeMenu: Create a HomeMenu object in the GameFrame class and add StartButton object and ExitButton object to it

Now, the previous HomeMenu has been splitted into 3 classes (HomeMenu, StartButton, ExitButton) that only has a single responsibility.

```
commit a4b0e7cbb77334b5db4dc5b836facc419fcbeb57
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Thu Nov 25 07:25:27 2021 +0800
```

Refactor Wall: Remove the move method in Wall Class

The move method includes both Player and Ball's move method which is not necessary, because they can be called separately.

And with the move method in Wall class, the code used is [wall.move()] instead of [ball.move() and player.move()] which is confusing for the code reader, because the reader doesn't know what objects are actually moving with that code.

Hence, I decided to remove it to increase the readability of the code.

```
commit d42fbae8adac28a1fe9eb3348fe38e785be2a851
Author: Seow Yong Tao <seowongtao22@gmail.com>
Date: Thu Nov 25 07:38:20 2021 +0800
```

Refactor Wall: Remove the makeBall method in Wall Class

The makeBall method is used to create an object of the ball.

I decided to remove it to make the codes consistent as other objects of other classes are directly created in the Wall class without using methods.

```
commit d033b1f6abdcf07edf0b9cb1a0815f9665e531c7
Author: Seow Yong Tao <seowongtao22@gmail.com>
Date: Thu Nov 25 07:51:02 2021 +0800
```

Refactor Wall: Create randomSpeedX and randomSpeedY methods in Wall class

These methods are created for randomly setting the speed of the ball.

I decided to create them so that they can be reused in multiple places whenever there is a need to set the speed of the ball instead of writing lines of code to do it every time like last time.

```
commit eff9ee2029eeafad70dc3688b00656f75a5bf6ab
Author: Seow Yong Tao <seowongtao22@gmail.com>
Date: Thu Nov 25 08:01:25 2021 +0800
```

Refactor Wall: Split ballReset method into ballReset and playerReset

Previously, ballReset was used to reset the ball and the player's positions which had violated the single responsibility principle.

So I decided to split it into 2 so each of the methods have only one responsibility.

```
commit b131946a89f92bc2cc1b47a3a53af9f75338f220
Author: Seow Yong Tao <seowongtao22@gmail.com>
Date: Fri Nov 26 11:49:53 2021 +0800
```

Refactor Wall: Move isBallLost method from Wall class to Ball Class

There are a lot of responsibilities for Wall class, which has violated the single responsibility principle.

So I decided to refactor the Wall class so that it is only responsible for creating objects for the relevant game components (bricks, player, ball).

My first approach to achieve the purpose is by clearing out Ball's related responsibilities from Wall class.

And moving `isBallLost` method from Wall class to Ball Class is the first step to clear out all the Ball's related responsibilities from Wall class.

```
commit aa03bebeeac6a185e97cd152075ca5f3a928fc28
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Fri Nov 26 12:05:38 2021 +0800
```

Refactor Wall: Move `getBallCount` method from Wall class to Ball Class

This is the second step of clearing out all the Ball's related responsibilities from Wall class.

```
commit 24de2492addcec773ae94dad2534df06d2cd18ca
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Fri Nov 26 12:15:23 2021 +0800
```

Refactor Wall: Remove `ballEnd` method from Wall class

This is the third step of clearing out all the Ball's related responsibilities from Wall class.

The `ballEnd` method is used to return true if ball count is equal to 0.

I decided to remove it because its name can be confusing, because it could mean the ball is lost, and I prefer to use `(ball.getCount == 0)` directly which the meaning is clear.

```
commit 927b5bcfdca4d3b82db2df55cc0917a216bf902f
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Fri Nov 26 12:34:46 2021 +0800
```

Refactor Wall: Move `ballReset` method together with `randomSpeedX` and `randomSpeedY` methods from Wall class to Ball Class

This is the fourth step of clearing out all the Ball's related responsibilities from Wall class.

```
commit 9d4bfed0c2897b12ac3a119f5959b44caa456db8
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Fri Nov 26 12:43:22 2021 +0800
```

Refactor Wall: Remove `setBallXSpeed` and `setBallYSpeed` from Wall class

This is the fifth step of clearing out all the Ball's related responsibilities from Wall class.

```
commit 505d98c89a9c52a4fa81055232872dd93ed51890
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Fri Nov 26 12:48:33 2021 +0800
```

Refactor Wall: Move `resetBallCount` from Wall class to Ball Class

This is the last step of clearing out all the Ball's related responsibilities from Wall class.

```
commit 3c26dab08473d136f151e75f86d4e063eea02c3a
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Fri Nov 26 18:32:42 2021 +0800
```

Refactor Wall: Move playerReset from Wall class to Player class

My second approach to make Wall class have only single responsibility is by clearing out Player's related responsibility from Wall class.

And moving playerReset from Wall class to Player class is the first and only step to do that.

```
commit 3a649e1d26956686678e535a6d6a3a7f16147657
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Fri Nov 26 18:45:24 2021 +0800
```

Refactor Wall: Create ImpactManager class and move findImpacts, impactWall, impactBorder methods from Wall class to it

My third approach to make Wall class have only single responsibility is by moving out Impact's related methods from it.

So I decided to create a new class ImpactManager to handle all the logics that are related to impacts.

```
commit 0665bc11febaf0f414d2ce813ef5d0f69a0e3f19
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Sun Nov 28 19:05:52 2021 +0800
```

Refactor Wall: Create LevelManager class and move makeSingleTypeLevel, makeChessboardLevel, makeLevels, nextLevel, hasLevel, makeBrick methods from Wall class to it

My fourth approach to make Wall class have only single responsibility is by moving out level's related methods from it.

So I decided to create a new class LevelManager to handle all the logics that are related to levels.

```
commit 1e34d9545a624ee879577f5f1b0ce5c660d92fc0 (refactor/Wall)
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Tue Nov 30 07:18:14 2021 +0800
```

Refactor Wall: Create BrickCount class and move getBrickCount, isDone, brickCountDecrement, setBrickCount methods from Wall class to it

This is my last approach to make Wall class have only single responsibility by moving our brick count's related methods from it.

So I decided to create a new class BrickCount to handle all the logics that are related to brick count.

And now the Wall class is clean and only responsible for creating objects for the relevant game components.

```
commit 98262a2908b36805934467bfa05a1ad951c75743
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Tue Nov 30 20:52:27 2021 +0800
```

Refactor HomeMenu to follow MVC pattern: Create new classes HomeMenuView and HomeMenuController

This is my first step to refactor HomeMenu to follow the MVC design pattern.

HomeMenuView will be responsible for creating the start button and exit button objects to interact with users.

HomeMenuController will be responsible for creating methods for the buttons to perform actions like starting the game and quitting the game.

I haven't created a model for the home menu because there is no data/state that needs to be updated in this view at this moment.

```
commit 0182a4b062658b2a44e94e23e6808d20b2dad942
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Tue Nov 30 20:57:17 2021 +0800
```

Refactor HomeMenu to follow MVC pattern: Remove the methods from the StartButton and ExitButton

This is my second step to refactor HomeMenu to follow the MVC design pattern.

Remove the methods from the button classes because the behaviors/actions performed will be the responsibility of HomeMenuController.

```
commit b4dbb4584f6b2b2f988255928b6a04c4b34f7972
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Tue Nov 30 21:01:46 2021 +0800
```

Refactor HomeMenu to follow MVC pattern: Setup HomeMenuView and create StartButton object and ExitButton object in it

This is my third step to refactor HomeMenu to follow the MVC design pattern.

```
commit 2fede7e7e9f97c87cbd6d65a6f6eec40f1295c63
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Tue Nov 30 21:05:15 2021 +0800
```

Refactor HomeMenu to follow MVC pattern: Setup HomeMenuController and create logic for action performed by start button and exit button.

This is my fourth step to refactor HomeMenu to follow the MVC design pattern.

```
commit 3cda6f987f10c455bdc90093127b46c04f3901f5 (refactor_to_MVC/HomeMenu)
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Tue Nov 30 21:11:48 2021 +0800
```

Refactor HomeMenu to follow MVC pattern: Create HomeMenuView and HomeMenuHandler objects in GameFrame class and remove old homeMenu class.

This is my last step to refactor HomeMenu to follow the MVC design pattern.

Now the home menu is following the MVC design pattern.

```
commit 7b9bea63bc6f6e4513063a98eb855af93dadfd8f
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Tue Nov 30 21:17:28 2021 +0800
```

Clean Code: Delete some useless codes in GameFrame class to make it more readable

```
commit ba24caa7b2f42156154d61cbf520bb360029c726
Merge: 7b9bea6 3cda6f9
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Tue Nov 30 21:18:11 2021 +0800
```

Merge branch 'refactor_to_MVC/HomeMenu' into main

```
commit 320df179d4f4ed469760854622fbe6909c049576
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Thu Dec 2 09:58:31 2021 +0800
```

Clean Code: Arrange some code order and edit some spacing in GameBoard class to make the code looks more tidy

```
commit 92f1993141ef425b6c5c1e100956877a9b33c17d
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Thu Dec 2 08:03:55 2021 +0800
```

Refactor DebugConsole to follow MVC pattern: Create new classes DebugConsoleView and DebugConsoleController

This is my first step to refactor DebugConsole to follow the MVC design pattern.

DebugConsoleView will be responsible for managing and defining how the buttons and sliders are presented to the user.

DebugConsoleController will be responsible for creating logic for the buttons and sliders to perform action to interact with relevant models like ball and bricks that are inside of Wall class at this moment.

```
commit 67a00e215c018152d12d47a7cc0aa5b1579ca656
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Thu Dec 2 08:10:48 2021 +0800
```

Refactor DebugConsole to follow MVC pattern: Setup DebugConsoleView and add skip level button, reset ball button, ball's x and y speed sliders to it

This is my second step to refactor DebugConsole to follow the MVC design pattern.

```
commit 80226d2e4dec080b7cb40e424ad5024fa9eed0d6
```

Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Thu Dec 2 08:14:17 2021 +0800

Refactor DebugConsole to follow MVC pattern: Setup DebugConsoleController and create logic for actions performed by the buttons and sliders in DebugConsoleView

This is my third step to refactor DebugConsole to follow the MVC design pattern.

commit e327554006484aad5d964df53b820739af70f49a
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Thu Dec 2 09:50:50 2021 +0800

Refactor DebugConsole to follow MVC pattern: Create DebugConsoleView and DebugConsoleController objects in GameBoard class and remove the old DebugConsole object.

This is my last step to refactor DebugConsole to follow the MVC design pattern.

Now the debug console is following the MVC design pattern.

commit 9d0f86056ad8d9a9beb33e5e7cca85026d51c2b9
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Fri Dec 3 07:56:09 2021 +0800

Refactor Wall to follow MVC pattern: Create new classes WallView and WallController

This is my first step to refactor Wall to follow the MVC design pattern.

WallView will be responsible for creating objects like ball, player, brick for drawing purposes.

WallController will be responsible for creating logic for the relevant model objects like ball, player, bricks, brickCount to interact with each other and updating their states according to relevant events.

commit 8ba88437bd9e2933f1e24abe2c10cb3e7fa2eec7
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Fri Dec 3 08:02:11 2021 +0800

Refactor Wall to follow MVC pattern: Setup WallView class by moving the codes from previous Wall class but remove behavioral related objects like impactManager and levelManager

This is my second step to refactor Wall to follow the MVC design pattern.

commit 6c1693141b1cb76d3e6441b765cd0028ccf27cf3
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Fri Dec 3 08:12:32 2021 +0800

Refactor Wall to follow MVC pattern: Setup WallController class by moving the interaction logics between the player, ball, bricks from GameBoard class,

and create impactManager and levelManager objects.

This is my third step to refactor Wall to follow the MVC design pattern.

```
commit d08070be09879923dde67306129407a5826ee6ce (refactor_to_MVC/Wall)
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Fri Dec 3 09:47:28 2021 +0800
```

Refactor Wall to follow MVC pattern: Create WallView and WallController objects in GameBoard class, remove the old Wall object, and rename wall to wallView in DebugConsoleController

This is my last step to refactor Wall to follow the MVC design pattern.

Now, the wall is following the MVC design pattern.

```
commit 120409e437e88a654737556ac1e45eb84f45d634
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Fri Dec 3 09:51:21 2021 +0800
```

Clean Code: Edit some spacing in GameBoard class to make the code looks more tidy

```
commit f0928bcccc282ac2d429cbaa891fd74cff4267dab
Merge: 120409e d08070b
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Fri Dec 3 09:51:51 2021 +0800
```

Merge branch 'refactor_to_MVC/Wall' into main

```
commit 17ad3114c85ee8c1e3377234f8623f07bc445ea1 (addition/NightModeOption)
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Sun Dec 5 12:43:51 2021 +0800
```

Add feature: Add night mode option button in debug console to allow user to turn night mode on and off

```
commit 9ff50be99e74f2205ce0a49b90b88f2e97a9571a
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Sun Dec 5 12:46:02 2021 +0800
```

Remove unused codes in WallView class

```
commit b616c73710dd23538996d331b11141535ca0b0ae
Merge: 9ff50be 17ad311
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date:   Sun Dec 5 12:46:39 2021 +0800
```

Merge branch 'addition/NightModeOption' into main


```
commit c4543e6286807dc6e8cca25f14264fa120c80f13
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Mon Dec 6 09:44:54 2021 +0800
```

Add rules to reward or penalize the user: Create Score class to store and update the score

```
commit 80b5dbe3bb4bf294f59704c46b430c03c51ba525 (addition/RewardAndPenalty)
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Mon Dec 6 09:46:00 2021 +0800
```

Add rules to reward or penalize the user

Here are the rules to reward and penalize user:

1. If a brick is destroyed, 10 scores will be rewarded.
2. If a ball is lost, 10 scores will be deducted as a penalty.
3. If the user completes the level without losing a ball, extra 30 scores will be rewarded.

```
commit e55c0cb87c4780b9eb815ab63ba62bcab682502b
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Mon Dec 6 10:03:53 2021 +0800
```

Clean Code: Remove unused codes in WallController class

```
commit 42467dd1b03de788c7c1925aa77ae68678fd5aea
Merge: e55c0cb 80b5dbe
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Mon Dec 6 10:04:31 2021 +0800
```

Merge branch 'addition/RewardAndPenalty' into main

```
commit 89bc26c5e1c37172ab9ce1716779a8dbe657178f
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Mon Dec 6 19:01:12 2021 +0800
```

Add additional levels: Create Block class which will be used for additional levels

```
commit dde6b8c8a16523f34f24f79a0718c9934e2a9699 (addition/AdditionalLevels)
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Mon Dec 6 19:18:22 2021 +0800
```

Add additional levels: Add 2 additional levels into the game

Level 5 : Add 2 blocks in the wall, and set the ball's speed to fastest speed.

Level 6: The 2 blocks in the wall will move automatically, and set the ball's speed to fastest speed as well.

```
commit 80d0a8c65299b84596c4f723e8444872f94fb92d
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Mon Dec 6 19:21:00 2021 +0800
```

Clean Code: Remove unused codes in WallView class

```
commit 9daa42ed17d340d3318d7a3fcce1cd172de75165
Merge: 80d0a8c dde6b8c
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Mon Dec 6 19:21:46 2021 +0800
```

Merge branch 'addition/AdditionalLevels' into main

```
commit 7af6fe6f8a1366b1c8ce38c0cebcc28bf5ed5a07
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Tue Dec 7 12:53:16 2021 +0800
```

Add permanent high score list: Create ScoreList class to write score into file and load the scores in order from the file to high score array list

```
commit 35deeb1fb3980ec4c7d8a8810e538cccd78581c5
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Tue Dec 7 13:04:31 2021 +0800
```

Add permanent high score list: Create methods in GameBoard class to draw high score board and use the methods when showHighScore is equal to true

```
commit 4e7376369e400eea71555cladcae343977fdcd84 (addition/PermanenthHighScorelist)
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Tue Dec 7 13:15:57 2021 +0800
```

Add permanent high score list: Create logics in WallController class to show high score list

Now the permanent high score list function is done.

High score list will be showed in 2 situations:

1. When the game is over.
2. When the user completes all the levels.

```
commit 579c8fb7da473a1e8515f65d8e09ac478b6f5891
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Tue Dec 7 13:20:20 2021 +0800
```

Clean Code: Remove unused codes in WallController class

```
commit c3eb66ce009822e429b022633c31f894ca83bb77
Merge: 579c8fb 4e73763
Author: Seow Yong Tao <seowongtao22@gmail.com>
Date: Tue Dec 7 16:53:11 2021 +0800
```

Merge main with addition/PermanentHighScorelist

```
commit 8b365a66e4441e95277c585df5cbf644c613fddf
Author: Seow Yong Tao <seowongtao22@gmail.com>
Date: Thu Dec 9 08:13:46 2021 +0800
```

JUnit tests: Create a new directory called Test for setting up Junit tests and create BallTest class for creating Junit tests for Ball class

```
commit 6084a917920763f5b6183477079c74ab033261e6
Author: Seow Yong Tao <seowongtao22@gmail.com>
Date: Thu Dec 9 08:16:36 2021 +0800
```

JUnit tests: Create PlayerTest class for creating Junit tests for Player class

```
commit abad5d36c8d96ef7c1ba3ebdc5870643c4fce283
Author: Seow Yong Tao <seowongtao22@gmail.com>
Date: Thu Dec 9 08:18:20 2021 +0800
```

JUnit tests: Create BrickTest class for creating Junit tests for Brick(ClayBrick, CementBrick, SteelBrick) class

```
commit 0c7fb10eda5983e3d55c8b2e527ca182dbe63c95
Author: Seow Yong Tao <seowongtao22@gmail.com>
Date: Thu Dec 9 08:19:33 2021 +0800
```

JUnit tests: Create BlockTest class for creating Junit tests for Block class

```
commit 65f919aad69a1f2052d8a1bab50347a2c76ed18b
Author: Seow Yong Tao <seowongtao22@gmail.com>
Date: Thu Dec 9 08:20:35 2021 +0800
```

JUnit tests: Create BrickCountTest class for creating Junit tests for BrickCount class

```
commit 68f233cf2f187995181add137ecb799f48bded1b (test/JunitTests)
Author: Seow Yong Tao <seowongtao22@gmail.com>
Date: Thu Dec 9 08:21:41 2021 +0800
```

JUnit tests: ScoreTest class for creating Junit tests for Score class

```
commit 4183f281f9852dd78cca0339c3e6f9e79eafce69
Author: Seow Yong Tao <seowongtao22@gmail.com>
```

Date: Thu Dec 9 09:49:19 2021 +0800

Fix typo in RubberBall class

commit 1adc53a14ae76c326ba40e1dd7cb3a8cae31e964
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Thu Dec 9 22:23:47 2021 +0800

Javadocs: Create Javadocs comment for GraphicsMain, GameFrame, GameBoard classes

commit f2ef113a3c7c510c8fd960c80fe83fbc4a89d03d
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Thu Dec 9 22:27:07 2021 +0800

Javadocs: Write Javadocs comments for HomeMenuView, HomeMenuController, StartButton, ExitButton classes

commit e6efba01ec88bd64b08226f4103a08b2ee2804ed
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Thu Dec 9 22:32:14 2021 +0800

Javadocs: Write Javadocs comments for DebugConsoleView, DebugConsoleController, WallView, WallController, ImpactManager, LevelManager classes

commit 676a7522735dbe9335a99d1a4c0ff22913c4e52d
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Thu Dec 9 22:38:03 2021 +0800

Javadocs: Write Javadocs comments for Ball, Brick, CementBrick, ClayBrick, Player, RubberBall, SteelBrick classes

commit 59a6bb0bd01db0c42c9d22da8167ba69b20cf7f9
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Thu Dec 9 22:40:44 2021 +0800

Javadocs: Write Javadocs commetns for Block, BrickCount, Score, ScoreList classes

commit 5e2af36c05d97568279611d6f94e4bf38d7da9d3 (documentation/Javadocs)
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Thu Dec 9 22:44:01 2021 +0800

Javadocs: Create javadoc documents

commit 4897354e7f249edb2cf081a50356a9b81234d6e6
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Thu Dec 9 22:49:01 2021 +0800

Clean Code: Remove unused codes in GameFrame class

commit ba44bc5bdabbd4dcf54604217b73a8dd2256f082
Merge: 4897354 5e2af36
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Thu Dec 9 22:51:06 2021 +0800

Merge main with documentation/Javadocs

commit 1edfc12f5c0a30f708a7556f6bf85fe4c40e2f6d
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Fri Dec 10 11:32:04 2021 +0800

Add background image to home menu

commit 9ead5232c21fb561b157766931519a044959704a (addition/ExtraPenalty_PlayerWidth)
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Fri Dec 10 12:24:33 2021 +0800

Add a new rule to penalize user: Decrement the width of the player whenever the ball is lost

commit a2ff3431298c48d948aa4a70665d961ee6c84150 (addition/AddInfoPage)
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Fri Dec 10 17:54:55 2021 +0800

Add info page

commit ace33de8573dbaa08d0e84c06fd47ece9bed1589
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Fri Dec 10 18:01:21 2021 +0800

Fix bug: When the player become shorter, it can't reach to the most left side and most right side of the game screen

commit b48dc10dc063801ab8069f7ec6a14946f3b15410
Merge: ace33de a2ff343
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Fri Dec 10 18:01:46 2021 +0800

Merge branch 'addition/AddInfoPage' into main

commit fe3258d66ba571244a1f8aedfad704e2cc7e45bf (refactor/Encapsulation)
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Sat Dec 11 11:59:08 2021 +0800

Refactor: Encapsulate all the classes

commit 1895fe9ece7e24460a667f7f1370a1fa625cbdce
Author: Seow Yong Tao <seowyongtao22@gmail.com>

Date: Sat Dec 11 12:41:28 2021 +0800

Refactor: Change the namings that are confusing

commit 44c19a562e0f408c70c8e51f4fc55a1e6e23b180
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Sat Dec 11 13:18:40 2021 +0800

Refactor: Remove the unused codes, unused resources and arrange the codes in a more readable manner

commit e7cddb57c5bd13664c0e7f245c899ed6557608cd
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Sat Dec 11 16:09:19 2021 +0800

Refactor: Remove all the unused classes

commit 58084fe650906c0a7958acd00e55e446436df355
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Sat Dec 11 16:30:45 2021 +0800

Appearance: Increase the size of the display message in the wall screen and remove the displaying message for the number of bricks

commit a62a79bdf5ea64fb749faedf87c626dbd26a4f4f (origin/main)
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Sat Dec 11 16:42:10 2021 +0800

Appearance: Adjust the blocks' height

commit bb7e35e6bfe727f90945b2aaf8e99fff364e9bb5
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Sun Dec 12 15:20:38 2021 +0800

Setup maven and change the naming for package

commit 8807880b8d5cade4042eb2326b94590ed71d1ffd
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Sun Dec 12 15:23:54 2021 +0800

Javadocs: Regenerate javadoc based on the latest javadoc comment

commit ddd340ecd782707979aeb388d64b3ce6f3562a7b
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Sun Dec 12 22:45:19 2021 +0800

Edit README

```
commit 26ba86103f2595c988e2646111d3029c06a12d9c (HEAD -> main)
Author: Seow Yong Tao <seowyongtao22@gmail.com>
Date: Mon Dec 13 10:47:25 2021 +0800
```

Add class diagram

(END)

BRANCHES

```
(base) Seows-MacBook-Air:Brick_Destroy-master seowyongtao$ git branch
  addition/AddInfoPage
  addition/AdditionalLevels
  addition/ExtraPenalty_PlayerWidth
  addition/NightModeOption
  addition/PermanentHighScorelist
  addition/RewardAndPenalty
  documentation/Javadocs
  experimental/for_code_understanding
* main
  refactor/Encapsulation
  refactor/HomeMenu
  refactor/Wall
  refactor_to_MVC/DebugConsole
  refactor_to_MVC/HomeMenu
  refactor_to_MVC/Wall
  test/JunitTests
```


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Seowyongtao

Add class diagram

26ba861 1 hour ago 83 commits

Images	Edit README	13 hours ago
src	Javadocs: Regenerate javadoc based on the latest javadoc comment	21 hours ago
.gitignore	Merge main with addition/PermanentHighScorelist	6 days ago
LICENSE	Starting files	24 days ago
README.md	Edit README	13 hours ago
Seow_YongTao.pdf	Add class diagram	1 hour ago
pom.xml	Setup maven and change the naming for package	21 hours ago

About

No description, website, or topics provided.

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