

DEPARTMENT OF COMPUTER SCIENCE AND SOFTWARE ENGINEERING SOEN 6441, Fall 2019

RISK Game (Build-2) Refactoring

Submitted To: JABABO KHALED

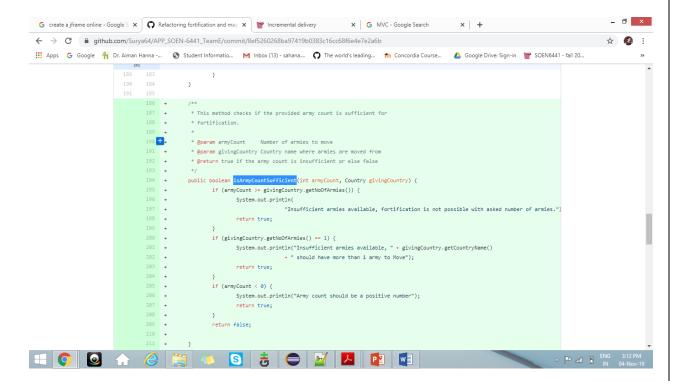
Submitted By: Team E

Git URL: https://github.com/Surya64/APP_SOEN-6441_TeamE

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1. FortificationPhase.java

Created new method is Army Count Sufficient as there was checking multiple conditions for army count and returning false.



2. StartupPhase.java

- 2.1 Placeall method is created which is called twice in the game play phase and hence duplicate code is removed.
- 2.2 New playerCreation method is created.

3. MapOperation.java

MultiCommand method is optimized to two cases instead of three, as editcountry and editcontinent take the same number of arguments.