# Refactoring Documentation for project “Balloon Pops” Game v.5

# Team “TIAMAT”

1. Redesigned the project structure
   1. Renamed the namespace to BalloonPopsGame
   2. Renamed the solution to BalloonPopsGame
   3. Class klasacia renamed to RankList
   4. Class StringExtensions deleted
   5. Class baloni renamed to Balloons
2. Renamed variables
   1. String temp => userInput
   2. matrixToModify => matrix in the change method
   3. rowAtm and colAtm => row, col in the change method
   4. method change => isBalloonPopped
   5. method doit => NormalizeBalloonField
   6. klasirane => rankList (in the static method Print)
   7. Skilled => skilled (in the static method SignIfSkilled)
   8. worstMovesChartPostion => worstMovesRankPosition (in the static method SignIfSkilled
3. Renamed fileds
   1. Value => value + change in the access modifier(class RankList)
   2. Name => name + change in the access modifier(class RankList)
4. Introduced constants
5. Introduced classes
   1. Class BalloonsField extracted
6. Extracted methods
   1. DrawMatrix(byte[,] matrix)
   2. popBalloons(byte[,] matrix, int row, int col)
   3. GameOver(string[,] topFive, ref byte[,] matrix, ref int userMoves)
   4. isValidInput(string userInput)
   5. isWinner(byte[,] matrix)
   6. indexer for BalloonsField implemented
   7. DrawMatrix renamed to Draw()
7. Moved methods
   1. Method gen renamed to GenerateRandomField and moved to class BalloonsField
   2. Moving static method signIfSkilled from class StringExtensions into class RankList. Method renamed to SignIfSkilled
   3. Moving static method sortAndPrintChartFive from baloni.cs into class RankList. Method renamed to Print
   4. DrawMatrix moved to class BalloonsField
   5. GenerateRandomField moved to class BalloonsField
   6. isWinner moved to class BalloonsField
   7. NormalizeBalloonField moved to class BalloonsField