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

# Team “TIAMAT”

1. Redesigned the project structure
   1. Renamed the namespace to BalloonPopsGame
   2. Class klasacia renamed to RankList
   3. Class StringExtensions deleted
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
3. Introduced constants
4. Introduced classes
   1. Class BalloonsField extracted
5. 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. 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

Class RankList

1. Renamed fileds
2. Value => value
3. Name => name
4. Renamed variables
5. klasirane => rankList (in the static method Print)
6. Skilled => skilled (in the static method SignIfSkilled)
7. worstMovesChartPostion => worstMovesRankPosition (in the static method SignIfSkilled