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

# Team “TIAMAT”

1. Redesigned the project structure
   1. Renamed the namespace to BalloonPopsGame
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