# 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
   2. Class BalloonPopper 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)
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 to class RankList. Method renamed to Print
   4. Moving methods checkUp, checkDown, checkLeft, checkRight, IsBalloonPopped, popBalloons to class BalloonPopper. Capitalized the first letter of the methods names. The access modifier of methods checkUp, checkDown, checkLeft, checkRight changed to private