# Hangman, version 7

### Refactoring Log

* Changed project name to Hangman
* Changed solution name to HangmanProject\_7
* Created new project structure with folders
* Improved naming of variables
* Changed name of classes:
* Implemented design patterns: Factory Method
* Removed unused using declarations
* Refactored methods:
* Refactored class Word:
  + removed unused using clauses
  + made the class public
  + added comments
  + added constructor
  + added interface IWord
  + added abstract class base, implementing IWord
  + made Word inherit base class
  + implemented interface
  + added Unit tests
  + renamed private fields
  + removed method IsLetter because it breaks the single responsibility principle
  + added comments to the class
  + improved formatting of code
* Added WordFactory class and IWordFactory interface
* Added WordRepository static class and moved all words to be guessed there
* Extracted all console messages to a separate Messages static class
* Refactored class TopPlayer:
* Changed name to Player
* Changed internal data structure
* Changed the type of Score from double to int
* Added property to return top score for the player
* Added method to add scores for the player
* Added unit tests
* Added comments to the class
* Improved formatting of code
* Created new class - Ranking, and moved there all the logic for displaying the ranking that was previously in the main method.
* Holds data for all players
* Generates ranking
* Created HangmanEngine class and moved there all game logic
* Added Class Diagram