# Telerik Academy High-Quality Programming Code

Group Project Refactoring Documentation

# Team “King Survival 2”

### Redesigned the project structure:

*[12.07] - renamed solution to KingSurvival2*

*[12.07] – set up directory structure*

*(…)*

### Reformatted the source code:

*[14.07] – early formatting, comments added*

*(…)*

### Renamed variables:

*[14.07] –* ***dyska*** *to* ***board***

*[14.07] –* ***ygliNaDyskata*** *to* ***boardCorners***

*[14.07] –* ***poziciqCar*** *to* ***kingPosition***

*[14.07] –* ***PoziciqPeshki*** *to* ***pawnPositions***

*[14.07] –* ***PokajiDyskata*** *to* ***DisplayBoard***

*[14.07] –* ***checkNextKingPosition*** *to* ***CheckNextKingPosition***

*[14.07] –* ***proverka*** *to* ***CheckIfCoordsAreWithinGameField***

*[14.07] –* ***moveCounter*** *to* ***turnCounter***

*[14.07] –* ***proverkaIProcess*** *to* ***CheckAndExecuteTurn***

*[14.07] –* ***checkForKingExit*** *to* ***CheckForKingExit***

*[14.07] –* ***proverka2*** *to* ***SecondCheck***

*(…)*

### Introduced constants:

*(…)*

### Extracted methods:

*[14.07] – extracted the* ***InteractWithUser()*** *method to* ***UserInteractor.Interact()*** *as static class*

*(…)*

### Implemented unit tests:

*[14.07] –added unit test project to solution*

*[14.07] –added unit test for* ***Interact()*** *method*

*(…)*