# 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*

*[15.07] – added the* ***GameUtilities.Display()*** *method for bigger board display*

*[15.07] – added the* ***GameUtilities.GetXFromOriginalCoordinate()*** *method for converting legacy X coordinate to new façade implementation*

*[15.07] – added the* ***GameUtilities.GetYFromOriginalCoordinate()*** *method for converting legacy X coordinate to new façade implementation*

*(…)*

### Reformatted the source code:

*[14.07] – early formatting, comments added*

*[25.07] – file headers 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:

*[15.07] – added the* ***KingUpRight*** *constant*

*[15.07] – added the* ***KingUpLeft*** *constant*

*[15.07] – added the* ***KingDownRight*** *constant*

*[15.07] – added the* ***KingDownRight*** *constant*

*[15.07] – added the* ***PawnADownRight*** *constant*

*[15.07] – added the* ***PawnADownLeft*** *constant*

*[15.07] – added the* ***PawnBDownRight*** *constant*

*[15.07] – added the* ***PawnBDownLeft*** *constant*

*[15.07] – added the* ***PawnCDownRight*** *constant*

*[15.07] – added the* ***PawnCDownLeft*** *constant*

*[15.07] – added the* ***PawnDDownRight*** *constant*

*[15.07] – added the* ***PawnDDownLeft*** *constant*

*(…)*

### Extracted methods:

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

*[14.07] – extracted the* ***BoardRenderer()*** *method as static class*

*[14.07] – extracted the* ***Coordinates()*** *method as public class*

*[14.07] – extracted the* ***Piece()*** *method as public class*

*(…)*

### Implemented unit tests:

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

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

*[16.07] –added unit test for* ***GameUtilities.Display()*** *method*

*[17.07] –added multiple unit tests for* ***GameUtilities.GetXFromOriginalCoordinate()*** *method*

*[17.07] –added multiple unit tests for* ***GameUtilities.GetYFromOriginalCoordinate()*** *method*

*[25.07] –added some checks for NullReference Exceptions*

*[25.07] –added some CultureInfo checks to the ToString method*

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