# Sample Refactoring Documentation for Project “Battle Field 5”

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Промени от Георги

1. Redesigned the project structure:
2. Reformatted the source code:
3. Renamed variables:
4. Renamed constants:
5. Introduced constants:
6. Extracted methods in **Engine**
7. Еxtracted methods in **GameServices**
8. Refactored Method in **Gameservices**

* Renamed **PokajiMiRezultata() to DrawField()**
* Added new variable for field`s size -> **fieldSize** in **DrawField()**
* Renamed loop indexers to **col**, **row** and **border** in **DrawField()**
* Added new bool variable checking for empty line of coordinates -> **lineEmpty**
* Added new bool variables checking for valid row and col coordinates -> **isValidRow** and **isValidCol**

1. Changes in class Mine

* Added constructor Mine(int x, int y)