# Sample Refactoring Documentation for Project “Battle Field 5”

Team “Xenon”

1. Redesigned the project structure:

* Преименуване на името на проекта на **BattleField**
* Преименуване на класа **BattleField** на **Engine**

1. Reformatted the source code:
2. Renamed variables:
3. Renamed constants:
   * **LOWERBOUNDMINES** на **LowerMineLimit**
   * **UPPERBOUNTMINES** на **UpperMineLimit**
4. Introduced constants:
   * **LowerMineLimit**
   * **UpperMineLimit**
   * **EmptyCell**
   * **DetonatedCell**
5. Extracted methods in **Engine**:

* **GetFieldSize**() от **Start**()

1. Еxtracted methods in **GameServices**

* **GenerateEmptyField**() от **GenerateField**()
* **GenerateMines**() от **GenerateField**()

1. Introduced class **ScoreBoard** and moved all related functionality in it.
2. Moved method **GenerateRandomNumber(int start, int end)** to separate class **RandomUtils**.

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