

Requirements 20% rule improvement:

Code and Structure Improvement

Must have:

- The project should use the MVC model so the logic the gui and the gui controllers are correctly divided.
- Create CollisionHandler class which handles all the collisions, right now not all collisions are tested in a central place which makes the code a little more chaotic.
- Create SoundHandler class to centralize all sound methods, this helps if the gamesounds need to be changed.
- Make use of the singleton pattern for the Logger class.

Should have:

- Create DrawHandler so all the draw methods are centralized in one class
- Create Level class which handles all elements within a level
- Create inputHandler the inputHandler should handle the input of the user, the input is should work with a listener to control the object that need this input.

Could have:

- Create LevelFactory and GridFactory these classes make new Levels and boardGrids which makes it simpler to implement multi level functionality, where levels can also be different.