# Refactoring Documentation for Project “King-Survival-2”

Team “Radon”

1. Reformatted the source code:
   * Removed all unneeded empty lines, e.g. in the method;
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   * Fixed some method naming errors;
2. Created class diagram.
3. Created new class hierarchy. In the feature methods must be translated in this classes.
4. Deleted some useless comments.
5. Created new project with unit tests. Now is empty.
6. Changes in ‘CheckPlayerInput()’ method. Created new private method ‘ChechInput()’. ‘CheckPlayerInput()’ in his body invoke ‘ChechInput()’.
7. Changes in ‘CheckAndProcess()’ method. Created new private method ‘MoveFigureLeftOrRight ()’. ‘CheckAndProcess()’ in his body invoke ‘MoveFigureLeftOrRight ()’.
8. Changes in ‘CheckNextKingPosition()’ method. Created new private method ‘CheckKingAvailableMove()’. ‘CheckNextKingPosition()’ in his body invoke ‘CheckKingAvailableMove()’.
9. Changes in ‘CheckAndProcess()’, optimized king move. Created new method ‘MoveKing()’.
10. UI changes. Clearing console after valid command.
11. Minor code optimization.
12. Game logic is moved to separate classes.
13. Removed old files that are unused.
14. Encapsulated all the fields, and redirected flow through properties.
15. Made Figure and Pawn abstract classes.
16. Transformed all static classes to instance ones.
17. Created abstract fileds in the Pawn class and implemented them into it descendants.
18. Fixed the empty command input bug with IsNullOrEmpty check.