

# PMD report

## Problems found

#	File	Line	Problem
1	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\controller\InputController.java	21	<a href="#">The class 'InputController' has a Modified Cyclomatic Complexity of 6 (Highest = 29).</a>
2	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\controller\InputController.java	21	<a href="#">The class 'InputController' has a Standard Cyclomatic Complexity of 6 (Highest = 29).</a>
3	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\controller\InputController.java	25	<a href="#">Private field 'game' could be made final; it is only initialized in the declaration or constructor.</a>
4	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\controller\InputController.java	26	<a href="#">Private field 'mainInstance' could be made final; it is only initialized in the declaration or constructor.</a>
5	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\controller\InputController.java	50	<a href="#">Avoid really long methods.</a>
6	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\controller\InputController.java	50	<a href="#">The method 'initPlayerInput' has a Modified Cyclomatic Complexity of 29.</a>
7	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\controller\InputController.java	50	<a href="#">The method 'initPlayerInput' has a Standard Cyclomatic Complexity of 29.</a>
8	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\controller\InputController.java	50	<a href="#">The method 'initPlayerInput()' has an NPath complexity of 13825, current threshold is 200</a>
9	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\controller\MenuController.java	16	<a href="#">Private field 'mainInstance' could be made final; it is only initialized in the declaration or constructor.</a>
10	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\controller\MenuController.java	17	<a href="#">Private field 'viewInstance' could be made final; it is only initialized in the declaration or constructor.</a>
11	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\controller\MenuController.java	18	<a href="#">Private field 'gameMenuType' could be made final; it is only initialized in the declaration or constructor.</a>
12	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\controller\game\GameOverViewController.java	19	<a href="#">Private field 'game' could be made final; it is only initialized in the declaration or constructor.</a>
13	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\controller\main\MainMenuController.java	13	<a href="#">The class 'MainMenuController' is suspected to be a Data Class (WOC=0.000%, NOPA=0, NOAM=4, WMC=6)</a>
14	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\main\Main.java	40	<a href="#">This class has too many methods, consider refactoring it.</a>
15	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\main\Main.java	43	<a href="#">Private field 'controllerList' could be made final; it is only initialized in the declaration or constructor.</a>
16	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\main\Main.java	54	<a href="#">Private field 'gameRunningLatch' could be made final; it is only initialized in the declaration or constructor.</a>
17	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\CollisionDetection.java	16	<a href="#">The class 'CollisionDetection' has a Modified Cyclomatic Complexity of 13 (Highest = 36).</a>
18	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\CollisionDetection.java	16	<a href="#">The class 'CollisionDetection' has a Standard Cyclomatic Complexity of 13 (Highest = 36).</a>
19	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\CollisionDetection.java	21	<a href="#">Avoid really long methods.</a>
20	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\CollisionDetection.java	21	<a href="#">The constructor 'CollisionDetection' has a Modified Cyclomatic Complexity of 36.</a>
21	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\CollisionDetection.java	21	<a href="#">The constructor 'CollisionDetection' has a Standard Cyclomatic Complexity of 36.</a>

22	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\CollisionDetection.java	21	<a href="#">The constructor 'CollisionDetection(PlayerComponent)' has an NPath complexity of 2457600, current threshold is 200</a>
23	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\CollisionDetection.java	26	<a href="#">These nested if statements could be combined</a>
24	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\CollisionDetection.java	54	<a href="#">These nested if statements could be combined</a>
25	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\CollisionDetection.java	90	<a href="#">These nested if statements could be combined</a>
26	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\GenericPlatformer.java	24	<a href="#">Perhaps 'mapManager' could be replaced by a local variable.</a>
27	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\GenericPlatformer.java	26	<a href="#">Perhaps 'collisionDetection' could be replaced by a local variable.</a>
28	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\PlayerComponent.java	23	<a href="#">This class has too many methods, consider refactoring it.</a>
29	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\PlayerComponent.java	25	<a href="#">This final field could be made static</a>
30	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\PlayerComponent.java	26	<a href="#">Private field 'weapons' could be made final; it is only initialized in the declaration or constructor.</a>
31	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\PlayerComponent.java	29	<a href="#">Private field 'maxHealth' could be made final; it is only initialized in the declaration or constructor.</a>
32	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\PlayerComponent.java	31	<a href="#">Private field 'moveSpeed' could be made final; it is only initialized in the declaration or constructor.</a>
33	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\PlayerComponent.java	32	<a href="#">Private field 'jumpHeight' could be made final; it is only initialized in the declaration or constructor.</a>
34	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\PlayerComponent.java	34	<a href="#">Private field 'buildRangeTiles' could be made final; it is only initialized in the declaration or constructor.</a>
35	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\PlayerComponent.java	35	<a href="#">Private field 'physics' could be made final; it is only initialized in the declaration or constructor.</a>
36	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\building\BuildManager.java	18	<a href="#">Private field 'mapManager' could be made final; it is only initialized in the declaration or constructor.</a>
37	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\building\BuildManager.java	19	<a href="#">Private field 'buildRangeTiles' could be made final; it is only initialized in the declaration or constructor.</a>
38	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\building\BuildManager.java	106	<a href="#">Avoid unnecessary if..then..else statements when returning booleans</a>
39	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\building\MapManager.java	13	<a href="#">Private field 'blockMap' could be made final; it is only initialized in the declaration or constructor.</a>
40	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\building\MapManager.java	50	<a href="#">These nested if statements could be combined</a>
41	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\building\blocks\Block.java	27	<a href="#">Private field 'currentBlock' could be made final; it is only initialized in the declaration or constructor.</a>
42	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\EnemyComponent.java	19	<a href="#">This final field could be made static</a>
43	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\EnemyComponent.java	20	<a href="#">Private field 'enemyType' could be made final; it is only initialized in the declaration or constructor.</a>
44	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\EnemyComponent.java	21	<a href="#">Private field 'physics' could be made final; it is only initialized in the declaration or constructor.</a>
45	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\EnemyComponent.java	28	<a href="#">Private field 'damage' could be made final; it is only initialized in the declaration or constructor.</a>
46	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\EnemyComponent.java	29	<a href="#">Private field 'blockDamage' could be made final; it is only initialized in the declaration or constructor.</a>
	C:\Users\Erik\IdeaProjects\OOP-		<a href="#">A class which only has private</a>

47	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\EnemyFactory.java	22	<a href="#">constructors should be final</a>
48	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\StatMultiplier.java	8	<a href="#">The class 'StatMultiplier' is suspected to be a Data Class (WOC=0.000%, NOPA=0, NOAM=4, WMC=14)</a>
49	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\EnemyAIComponent.java	19	<a href="#">Possible God Class (WMC=47, ATFD=69, TCC=29.846%)</a>
50	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\EnemyAIComponent.java	21	<a href="#">Private field 'thisEnemy' could be made final; it is only initialized in the declaration or constructor.</a>
51	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\EnemyAIComponent.java	22	<a href="#">Private field 'player' could be made final; it is only initialized in the declaration or constructor.</a>
52	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\MovementAI.java	16	<a href="#">Possible God Class (WMC=63, ATFD=118, TCC=31.667%)</a>
53	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\MovementAI.java	20	<a href="#">Private field 'AI' could be made final; it is only initialized in the declaration or constructor.</a>
54	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\MovementAI.java	81	<a href="#">The method 'doJump()' has a cyclomatic complexity of 13.</a>
55	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\MovementAI.java	81	<a href="#">The method 'doJump()' has an NPath complexity of 384, current threshold is 200</a>
56	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\MovementAI.java	133	<a href="#">The method 'doFloatingPlatformMovement()' has a cyclomatic complexity of 13.</a>
57	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\MovementAI.java	185	<a href="#">The method 'enemyStuckUnderPlatformFix()' has a cyclomatic complexity of 12.</a>
58	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\PlatformAI.java	17	<a href="#">The class 'PlatformAI' has a Modified Cyclomatic Complexity of 4 (Highest = 10).</a>
59	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\PlatformAI.java	17	<a href="#">The class 'PlatformAI' has a Standard Cyclomatic Complexity of 4 (Highest = 10).</a>
60	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\PlatformAI.java	21	<a href="#">Private field 'AI' could be made final; it is only initialized in the declaration or constructor.</a>
61	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\PlatformAI.java	23	<a href="#">Private field 'platformYDeltaList' could be made final; it is only initialized in the declaration or constructor.</a>
62	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\PlatformAI.java	24	<a href="#">Private field 'platformAndYDeltaMap' could be made final; it is only initialized in the declaration or constructor.</a>
63	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\PlatformAI.java	63	<a href="#">The method 'getClosestPlatform' has a Modified Cyclomatic Complexity of 10.</a>
64	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\PlatformAI.java	63	<a href="#">The method 'getClosestPlatform' has a Standard Cyclomatic Complexity of 10.</a>
65	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\PlatformAI.java	63	<a href="#">The method 'getClosestPlatform()' has a cyclomatic complexity of 10.</a>
66	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\PlatformAI.java	80	<a href="#">Deeply nested if..then statements are hard to read</a>
67	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\PlatformAI.java	106	<a href="#">These nested if statements could be combined</a>
68	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\RaycastAI.java	13	<a href="#">Private field 'AI' could be made final; it is only initialized in the declaration or constructor.</a>
69	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\RaycastAI.java	22	<a href="#">Private field 'higherHorizontalRaycastDeltaHeight' could be made final; it is only initialized in the declaration or constructor.</a>
	C:\Users\Erik\IdeaProjects\OOP-		<a href="#">Private field 'higherHorizontalRaycastLength' could</a>

70	Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\RaycastAI.java	23	<a href="#">be made final; it is only initialized in the declaration or constructor.</a>
71	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\RaycastAI.java	24	<a href="#">Private field 'horizontalRaycastLength' could be made final; it is only initialized in the declaration or constructor.</a>
72	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\RaycastAI.java	25	<a href="#">Private field 'downwardRaycastLength' could be made final; it is only initialized in the declaration or constructor.</a>
73	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\RaycastAI.java	26	<a href="#">Private field 'upwardRaycastLength' could be made final; it is only initialized in the declaration or constructor.</a>
74	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\RaycastAI.java	27	<a href="#">Private field 'entityRaycastLength' could be made final; it is only initialized in the declaration or constructor.</a>
75	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\enemy\ai\RaycastAI.java	28	<a href="#">Private field 'playerPlatformRaycastLength' could be made final; it is only initialized in the declaration or constructor.</a>
76	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\wave\SpawnEnemyRunnable.java	23	<a href="#">Private field 'random' could be made final; it is only initialized in the declaration or constructor.</a>
77	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\wave\SpawnEnemyRunnable.java	26	<a href="#">Private field 'shortSpawnMs' could be made final; it is only initialized in the declaration or constructor.</a>
78	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\wave\SpawnEnemyRunnable.java	27	<a href="#">Private field 'longSpawnMs' could be made final; it is only initialized in the declaration or constructor.</a>
79	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\wave\SpawnEnemyRunnable.java	28	<a href="#">Private field 'player' could be made final; it is only initialized in the declaration or constructor.</a>
80	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\wave\SpawnEnemyRunnable.java	30	<a href="#">Private field 'enemyFactory' could be made final; it is only initialized in the declaration or constructor.</a>
81	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\wave\WaveManager.java	21	<a href="#">This class has too many methods, consider refactoring it.</a>
82	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\wave\WaveManager.java	26	<a href="#">Private field 'spawnEnemyRunnable' could be made final; it is only initialized in the declaration or constructor.</a>
83	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\weapon\Weapon.java	21	<a href="#">Private field 'weaponType' could be made final; it is only initialized in the declaration or constructor.</a>
84	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\weapon\Weapon.java	22	<a href="#">Private field 'magazineSize' could be made final; it is only initialized in the declaration or constructor.</a>
85	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\weapon\Weapon.java	23	<a href="#">Private field 'reloadTimerMilliseconds' could be made final; it is only initialized in the declaration or constructor.</a>
86	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\weapon\Weapon.java	24	<a href="#">Private field 'damage' could be made final; it is only initialized in the declaration or constructor.</a>
87	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\weapon\Weapon.java	25	<a href="#">Private field 'projectileSpeed' could be made final; it is only initialized in the declaration or constructor.</a>
88	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\weapon\WeaponProjectile.java	23	<a href="#">Private field 'physics' could be made final; it is only initialized in the declaration or constructor.</a>
89	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\weapon\WeaponProjectile.java	26	<a href="#">Private field 'mousePoint' could be made final; it is only initialized in the declaration or constructor.</a>
90	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\weapon\WeaponProjectile.java	27	<a href="#">Private field 'projectileSpeed' could be made final; it is only initialized in the</a>



		<a href="#">declaration or constructor.</a>
91	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\weapon\WeaponProjectile.java	28 <a href="#">Private field 'shooterSizeOffsetToCenter' could be made final; it is only initialized in the declaration or constructor.</a>
92	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\weapon\WeaponProjectile.java	29 <a href="#">Private field 'projectileSizeW' could be made final; it is only initialized in the declaration or constructor.</a>
93	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\weapon\WeaponProjectile.java	30 <a href="#">Private field 'projectileSizeH' could be made final; it is only initialized in the declaration or constructor.</a>
94	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\model\weapon\WeaponProjectile.java	32 <a href="#">Private field 'testing' could be made final; it is only initialized in the declaration or constructor.</a>
95	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\services\Coords.java	10 <a href="#">The class 'Coords' is suspected to be a Data Class (WOC=28.571%, NOPA=0, NOAM=4, WMC=10)</a>
96	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\services\TileMap.java	23 <a href="#">Private field 'dataLayer' could be made final; it is only initialized in the declaration or constructor.</a>
97	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\services\TileMap.java	24 <a href="#">Private field 'emptyTile' could be made final; it is only initialized in the declaration or constructor.</a>
98	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\game\BuildView.java	21 <a href="#">Private field 'transparentRects' could be made final; it is only initialized in the declaration or constructor.</a>
99	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\game\ExitMenu.java	21 <a href="#">Perhaps 'titleText' could be replaced by a local variable.</a>
100	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\game\ExitMenu.java	23 <a href="#">Perhaps 'backgroundPane' could be replaced by a local variable.</a>
101	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\game\GameOverView.java	23 <a href="#">Perhaps 'titleText' could be replaced by a local variable.</a>
102	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\game\GameOverView.java	25 <a href="#">Perhaps 'backgroundPane' could be replaced by a local variable.</a>
103	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\game\GameUI.java	18 <a href="#">This final field could be made static</a>
104	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\game\GameUI.java	19 <a href="#">This final field could be made static</a>
105	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\game\GameUI.java	20 <a href="#">Private field 'game' could be made final; it is only initialized in the declaration or constructor.</a>
106	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\game\GameUI.java	22 <a href="#">Perhaps 'healthBackground' could be replaced by a local variable.</a>
107	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\main\MainMenu.java	18 <a href="#">Perhaps 'titleText' could be replaced by a local variable.</a>
108	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\main\PlayMenu.java	18 <a href="#">Perhaps 'titleText' could be replaced by a local variable.</a>
109	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\main\SettingsMenu.java	17 <a href="#">The class 'SettingsMenu' is suspected to be a Data Class (WOC=20.000%, NOPA=0, NOAM=8, WMC=10)</a>
110	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\main\SettingsMenu.java	18 <a href="#">Perhaps 'titleText' could be replaced by a local variable.</a>
111	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\nodes\ActionButton.java	17 <a href="#">The class 'ActionButton' is suspected to be a Data Class (WOC=0.000%, NOPA=3, NOAM=2, WMC=7)</a>
112	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\main\java\edu\chalmers\view\util\ViewUtil.java	16 <a href="#">All methods are static. Consider using a utility class instead. Alternatively, you could add a private constructor or make the class abstract to silence this warning.</a>
113	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\test\java\edu\chalmers\FXGLTest.java	24 <a href="#">All methods are static. Consider using a utility class instead. Alternatively, you could add a private constructor or make the class abstract to silence this warning.</a>
114	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\test\java\edu\chalmers\controller\TestMainControllers.java	254 <a href="#">Avoid really long methods.</a>

115	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\test\java\edu\chalmers\controller\TestMainControllers.java	254	<a href="#">The method 'testSettingsMenuController()' has a NCSS line count of 62.</a>
116	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\test\java\edu\chalmers\model\TestPlayerComponent.java	20	<a href="#">This class has too many methods, consider refactoring it.</a>
117	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\test\java\edu\chalmers\model\TestPlayerComponent.java	117	<a href="#">assertTrue(!expr) can be replaced by assertFalse(expr)</a>
118	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\test\java\edu\chalmers\model\TestPlayerComponent.java	126	<a href="#">assertTrue(!expr) can be replaced by assertFalse(expr)</a>
119	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\test\java\edu\chalmers\model\building\TestBuildManager.java	25	<a href="#">Private field 'mapManager' could be made final; it is only initialized in the declaration or constructor.</a>
120	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\test\java\edu\chalmers\model\building\TestBuildManager.java	26	<a href="#">Private field 'buildManager' could be made final; it is only initialized in the declaration or constructor.</a>
121	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\test\java\edu\chalmers\model\building\blocks\TestPermanentBlock.java	12	<a href="#">Private field 'permanentBlock' could be made final; it is only initialized in the declaration or constructor.</a>
122	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\test\java\edu\chalmers\model\enemy\TestEnemyComponent.java	23	<a href="#">This class has too many methods, consider refactoring it.</a>
123	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\test\java\edu\chalmers\model\enemy\ai\TestEnemyAIComponent.java	22	<a href="#">This class has too many methods, consider refactoring it.</a>
124	C:\Users\Erik\IdeaProjects\OOP-Programmeringsprojekt\src\test\java\edu\chalmers\model\enemy\ai\TestMovementAI.java	113	<a href="#">Avoid really long methods.</a>