Assignment 3

1. Reduced cluttering in the *Panel* class by moving several constant properties and literals to *DefaultProperties* class. This class is now used to retrieve constant game properties which can be shared by the rest of the program without instantiation. This also reduced dependency on the *Panel* object.

   Commit: #baf375cdd33a820e0018c82eb90dc510a956feed

2. Removed *validEmptyPositions()* from *BackgroundController* and refactored *mapGen()* method to improve flexibility when reading map text file from the file system. This also mitigated automated testing of the method.

   Commit:

   a. #8eb41ec2a3c6ab0c15d14bc97d8b3d10892f8718

   b. #9a67b40c01bbc6b61f5e732d56a94f0fd0d2f4b3

3. Refactored *tileCheck()* method in *CheckCollision* class to reduce code duplication by separating the duplicated segments into a private method.

   Commit: #9a67b40c01bbc6b61f5e732d56a94f0fd0d2f4b3

4. Moved several other hard-coded values to *DefaultProperties* to mitigate management of these values. Renamed and reorganized property declarations in *Panel* class to improve readability. Moved *STATE* enum declaration to a separate file in the *Helpers* package.

   Commit:

   a. #9a67b40c01bbc6b61f5e732d56a94f0fd0d2f4b3

   b. #586db89276b3f9c4144bb6550362a1dd6c3d40d9

5. Refactored *setCollectables()* method in *CollectablePlacer* class to simplify and reduce code duplication.

   Commit: #d589d20854bb673e59cfa9ecb2e731ec9d045ad2

6. Removed repetitive code in *Enemies.update() method* by implementing a *collision_Response*() method that contains logic that handles enemies' response to collision.

   Commit: #f304f1dbf04a323298c9ac3d485ceb7aa695b91c

7. Shortened the *HUD.render()* method by separating the font logic to *font_color_hud_settings()* method.

   Commit: #3dc123aba13160e73c74adb5c3dfd5ef17ad017f

8. Removed redundant variables, import statements, and added java doc comments for method and class descriptions in *HUD, Enemies*, *Audio,* and several other classes.

   Commit:

   a. #3dc123aba13160e73c74adb5c3dfd5ef17ad017f

   b. #37495b9ef5e350c976cd8945856941acab987274