

Assignment 3 report

CMPT 276

Code Review: UCheng Hong, Parmida

Code duplication:

- In the gameWindow class, added a new method playerLose() to reduce the code duplication inside the startGameStage() method that manage two different scenarios of player losing the game.
 - o Player score less than 0
 - o The enemy touches player

Bad/confusing variable names:

- In the endingCell class, changed name of the initializeEnding() into setUpEndingCell() since the method is to set up the ending portal only after the player collected all the regular rewards.

Methods that are too long:

- In the gameWindow class, decomposing long method startGameStage() with extracting methods playerLose() and playerWin() from it to shorten long line of code.
- In the specialReward class, decomposing initiateSpawn() with extracting a new method randomizePosition() from it to split the features of it.
- In the Enemy class, decomposing update() with extracting a new method closestPosition() from it to split the features of it.