# Refactoring Documentation for Project “Battlefield 1”

1. Changed project structure

* Created Tasks in GitHub
* Renamed project and solution to Battled
* Added folders for Task Description and Work in progress with ToBe Process diagram

1. Source Code reformat

* Removed various whitespace and new lines to have style cop run

1. Added classes and interfaces

* Created GameObject and Position classes
* Created GameField Abstract class
* Created IEngine Interface
* Created IRenderer Interface
* Created IDrawable Interface
* Created BaseGameEngine class
* Created BaseRenderer class
* Created BaseGameField class
* Created Mine class
* Created EmptyField class
* Created DestroyedField classAdded graphical Representation method to game object and created IDrawable interface for it
* Created IUserInterface Interface

1. Changed file structure

* Added IGameField interface
* Fixed typos and naming errors
* Created methods StartNewGame and Run for IGameEngine and implemented it
* Moved field intitialization in BaseGameField
* Moved PrintArrat to GameRenderer

1. Added test methods
2. Added GetCurrentPosition and GetGraphicalRepresentation methods to IDrawabele
3. Created Position class
4. Refactored code according to StyleCop and extracted numbers into constants
5. Added UserInterface and Renderer methods
6. Style cop changes to code
7. Implemented keyboard interface
8. Changes to gameObject, Renderer and Engine classes
9. Added IPosition and InteractableObject interfaces and refactored classes to work with them
10. Added mine explosion implementation
11. Changed expolosion implementation to use strategy pattern
12. Added user input validations
13. Refactored mine strategy implementation and added abstraction
14. Fixed detonation strategy bug
15. UI mocking created
16. Extracted constants
17. Position test added
18. Fixed position check
19. GameStatus class added
20. GameStatus class implemented in Engine