

Phase Three Report

Code review assignment:

For this assignment our group was further divided into two as per the instructions for this assignment. We decided to choose our groups based on two criteria, one being how familiar we were with that person's code and the second being how related the two classes/code segments are. As this would mean there is a better understanding between the two people about what the code should do and therefore resulting in better and more effective refactoring. For this reason Reece and myself (Hoomehr) decided to do a code review for each other, while the other two members of our group did the same for one another.

Sections modified:

For our group we focused on two classes the first of which was the level generator class which was originally written by Reece and refactored by me. The second class we focused our attention on was the game panel which was written by me (Hoomehr) and refactored by Reece. More specifically the sections of code that were refactored include but are not limited to: better documentation of the methods, so that it's easier to understand what they do, better naming of static and dynamic variables in the game panel class (example `keyH` -> `KEYH`, `maxScreenCol` -> `MAX_COLS` ...), and finally the reduction of some redundant variables in the class like the scale variable since we decided on a scale of one in our game. The same was done for the level generator class, however, there was very little refactoring done on that class, as we had all been refactoring our code as we went along specially in the last phase and so not much work was needed (no need to reinvent the wheel!).

Improvements and test cases:

As we went along refactoring we frequently executed all the tests that we had written in previous steps to make sure that all the functions and classes were working as they should have been. Doing so did not reveal any issues with our refactoring. In short our code is not more readable and understandable for other viewers while retaining all of its functional abilities. A further note about committing files to git lab, I (Hoomehr) had some issues with my Maven as I am using an Ubuntu OS so most of the commits was done by Reece once he and I identified the things that needed to be refactored.