

## Avalon Character Selection Activity

- ✓ ~~initialise CharacterImageButton Array()~~ WILL NOT REFACTOR
- ✓ ~~addSingleTargetSelectionToPlayerNumberSelectionLayout()~~ REFACTORED
- ✓ ~~adaptAvailableCharactersAccordingToPlayerNumber()~~ WILL NOT REFACTOR
- ~~playerNumberSelectionLayoutChecker()~~ NO NEED TO REFACTOR
- ~~getPlayerComposition()~~ NO NEED TO REFACTOR
- ✓ ~~addSoundToPlayOnButtonClick()~~ (?) WILL NOT REFACTOR
- ✓ ~~addCharacterDescriptions()~~ WILL NOT REFACTOR
- ✓ ~~playCharacterDescription()~~ (?) WILL NOT REFACTOR
- ~~addSelectionRules()~~ NO NEED TO REFACTOR
- ~~searchAndCheckNewCharacters()~~ NO NEED TO REFACTOR
- ~~searchAndUncheckOldCharacters()~~ NO NEED TO REFACTOR
- ✓ ~~getActualGoodTotal()~~ WILL NOT REFACTOR
- ✓ ~~getActualEvilTotal()~~ WILL NOT REFACTOR
- ✓ ~~showNewToast()~~ REFACTORED
- ✓ ~~savePreferences()~~ WILL NOT REFACTOR
- ✓ ~~loadPreferences()~~ WILL NOT REFACTOR

## SecretBattled Character Selection Activity

- ~~navigateToSettingsHomeActivity()~~ (P)

## Settings Individual

display()  
increase()  
decrease()

WILL NOT REFACTOR.  
too simple.