

1. Bad/confusing Variable with CollisionChecker: Fix the naming or accessing of the issues as: (1) Replace magic numbers with named constants. (2) Rename gp to gamePanel for clarity. (3) Remove the unnecessary isCollision flag from the checkCenterCollision method. (4) Refactor gp.tileSize to GPanel.tileSize in commit 5d7dda8
2. Extract and reduce long method by extracting the same logical method of switch, and so that the code would be shorter commit 2b337b7
3. Grouped public and private fields together for better structuring. Removed the window variable as it was unused. Initialized private fields in the constructor to ensure they are set before being used. Done in commit 0cc364e
4. Duplicate code was found in Entity.java and Player.java as there were initially plans to create multiple pixelated images but we ended up creating 1 image version for the entity so the duplicated code was removed in commit 644222b
5. Unused variables were identified in GamePanel.java and removed in commit 66aea15
6. There were some dead code in CollisionChecker.java and Player.java such as print statements and background settings that were commented out in commit a0aa191
7. Change confusing method name addScore to changeScore to be inclusive of the score deduction when encountering an enemy. Done in commit 5c99712