

### **Refactor:**

- 1) CheckCollision Class CheckCell() function to make it more understandable and not using so many if condition. in commit 6e11299.**
- 2) Separate ShowPopup into two function (ShowPopup, resetGameFlags) for more easy to understand the code . Commit e1bfa50**
- 3) Replace multiple if statements with a switch statement: This can enhance code clarity, especially when dealing with multiple similar cases in keycatcher class in commit de2784f;**
- 4) By releasing the old keyboard catcher and adding a new one each time you reset the game, you can update the key history of the previous round of the game in commit 21af116**
- 5) Redefining the direction variable after the move allows us to move only one step at a time in commit 862af27**
- 6) Changing the initially defined direction variable allows us to initially move wherever there is no collision in commit bfa43ae**

### **Unused variable:**

- 1) Don't need to set direction to "down" for default in Player.java SetdefaultValue() function commit 7481fb7**
- 2) unused variable in collisionChecker class in the CheckCell function in commit 08dffff**

### **Confusing Variables:**

- 1) change cChecker to collisionChecker for more easier to understand commit 7c894d5**
- 2) Separately determine the boolean variables (upPressed, downPressed, rightPressed, leftPressed) in KeyCatcher.java. commit 7d8e8f1.**