List of potential refactoring targets:

1. Implementing state pattern for phases

List of 5 refactoring targets:

1. Implementing state pattern for phases

* It was selected because it was a requirement of build 2.
* Implemented 5 test cases for checking if the phases were initialized properly after each command. (1) Test case to check when Game engine object is created default phase is initialized. (2) 2 Test cases to check when editmap is called map editing phase is initialized and when savemap is called default phase initialized. (3) 2 Test cases to check when loadmap is called start up phase is initialized and when assigncountries is called issuer order phase initialized.
* Earlier, all commands were validated and checked if they were applicable for current phase (which was stored in an integer variable) and then they were executed. Now, every command is validated and then resp. method is called, then based on the phase the method gets executed or it displays error message.

1. Implementing command pattern for phases

* It was selected because it was a requirement of build 2.
* Implemented 8 test cases for checking if the order command pattern were working properly. (1) 2 test cases to check deploy order issuing and execution process. (2) 3 test cases to check advance order issuing and execution process. (3) 3 test cases to check airlift order issuing and execution process.
* Earlier, the order was created by the player after command validation. Now, player calls dedicated class for command validation and based on validity of the command a respective order object is created and populated in players list of orders. At execution, functionality related to a specific order is handled by sub-classes of order.