

Names: Thomas Kingsman, Gurnoor Chahal

1: (commit b4619167943e50a6fb804a8c27b06ba8158d81fe)

Long method in gamePanel constructor

- Created self-documenting methods to perform each subtask

2: (commit b4619167943e50a6fb804a8c27b06ba8158d81fe)

Long param list + data clump in gamePanel.checkNoBarrier()

- Merged int[] for location with int[] for bounds to create a Rectangle instead

3: (commit d8fabccceb66aee824254658ee506f31ab83dfcaa)

Poorly structured code in Pickup and SpecialPickup

- Moved single-line createSprite methods directly into calling code

4: (commit d8fabccceb66aee824254658ee506f31ab83dfcaa)

Dead code in SpecialPickup

- Removed unused constructor

5: (commit 48c78442db3928a1b3984ac0402f2f4bdfd32a2a)

gamePanel contains multiple duplications of object instantiation code

Link:

[https://csil-git1.cs.surrey.sfu.ca/cmpt276f22\\_group22/project/-/commit/6ccfece6d56e46882cb3de268a1e1bd543d3a182](https://csil-git1.cs.surrey.sfu.ca/cmpt276f22_group22/project/-/commit/6ccfece6d56e46882cb3de268a1e1bd543d3a182)

Example:

```
staticEnemies.add(new StaticEnemy(510, 45, -15));
staticEnemies.add(new StaticEnemy(150, 250, -15));
staticEnemies.add(new StaticEnemy(400, 560, -15));
staticEnemies.add(new StaticEnemy(130, 395, -15));
staticEnemies.add(new StaticEnemy(695, 400, -15));
staticEnemies.add(new StaticEnemy(680, 120, -15));
staticEnemies.add(new StaticEnemy(410, 65, -15));
```

- Create an array of the object positions and use a loop to create objects with a constant sanityImpact value.

6: (commit a6ce05e3dc11bdfd1b3e0145d0fcb7d973de9010)

Refactor collision detection function to address code duplication and unneeded complexity

Link:

[https://csil-git1.cs.surrey.sfu.ca/cmpt276f22\\_group22/project/-/commit/6c46690ca8df8896a94b95878dcdb794f6697cc8](https://csil-git1.cs.surrey.sfu.ca/cmpt276f22_group22/project/-/commit/6c46690ca8df8896a94b95878dcdb794f6697cc8)

- There was a lot of code duplication within this function, and the same actions were done to multiple arraylists in different for-loops. We refactored this to consist of only one loop.