CMPT 276: HW 3

Dec.6, 2022

1. In boardTest -> unit testing -> testing edge case, it has bad/confusing variable names, instead should be renamed to a name that is for that edge case, instead of shouldTickBoardStateForEdgeCase1,2,3,4,5.

2. In boardTest -> unit testing ->shouldMovePlayer(), and shouldMoveEnemies() have methods that are too long and that could benefit from being refactored. -> Fix was to make a separate function for each direction of shouldMovePlayer(), and a separate function for different amount of enemy/enemies for shouldMoveEnemies function.

3. In boardTest -> parameterizedTest -> shouldTickBoardStateForNormalSequence() it has dead code where the annotation parameterizedTest was not being used-> The fix was to remove the annotation parameterizedTest and function parameter and add the annotation Test.

4. In BoardUI class -> static members screenWidth and screenHeight accessed via instance reference -> The fix is to access static members via BoardUI class reference

5. In Direction -> unnecessary semicolon behind the last enum -> The fix is to remove the semi-colon.

6. In AnimateHandler -> AnimateHandler was coupled with class DrawBoard -> The fix is to make AnimateHandler a utility class, and return the Tile array directly so that DrawBoard can just load the tile animates directly without needing an AnimateHandler instance. AnimateHandler has been renamed to AnimateResourceLoaderUtil.

7. In TileHandler -> TileHandler was coupled with class DrawBoard -> The fix is to make TileHandler a utility class, and return the Tile array directly so that DrawBoard can just load the tile inanimates directly without needing an TileHandler instance. TileHandler has been renamed to InanimateResourceLoaderUtil.

8. Added javadocs to AbstractAnimate class.

9. Added javadocs to Player class.