1. In several parts of the program, different classes used or set values for the Boardstatus array directly. Now there are getter and setter methods to use in other classes when trying to access this variable.

2. Same as the Boardstatus, tile size in Board class was used in other classes several times. Now there is a method which other classes can call to use this value.

3. Board.java had a confusing int variable named x that served as a boolean. The variable was changed to a boolean and assigned a clear name. Several other variables were named bonusPos or bonusSpawnTimer etc. that were being used for punishment cells. The code was renamed to the correct names (punishmentPos etc) for a clearer understanding.

4. Several getters in Board.java were not being used anywhere in the code, these methods were removed. These methods were: getTime2, getBoardBackground, getIfEnd, getIsDead.

5. The variable isDead and caughtUp served the same purpose and were interchangeable in Board.java. The code was refactored to change all instances of isDead to caughtUp.

6. Throughout the game various resources such as sound files and images were not loaded with urls or using the getresource method, causing them to appear during testing but not in the final JAR product. The code was refactored to load these resources using the getresource method.