

Assignment 3 Code Review

General Refactors

- Removed unused packages from the import
- Changed multiple public attributes to private
 - *because it was not needed to be accessed anywhere outside of its class*
- Updated some comments within functions to help with readability
- Removed several functions to deal with low cohesion
- Changed variable names to ensure clarity

Zombie Class

- Removed public access to attributes for abstraction purposes
 - *Added getters and setters for access outside of the class*
- Fixed other parts of code that were using the public attributes of the Zombie class
 - *by changing it from using the attributes to accessing it through newly getters and setters*
- Removed unused attribute of Zombie class and added to subclass instead
- Simplifying the if else statements for movement by adding functions for checking position for better readability

Chaser Class

- Removed unused variable that contained "Game Over" screen because it was moved to another class

Exit Class

- Combined two draw methods when displaying win/lose screen

ScoreTracker Class

- Removed unused variable
- Added documentation to class and its methods