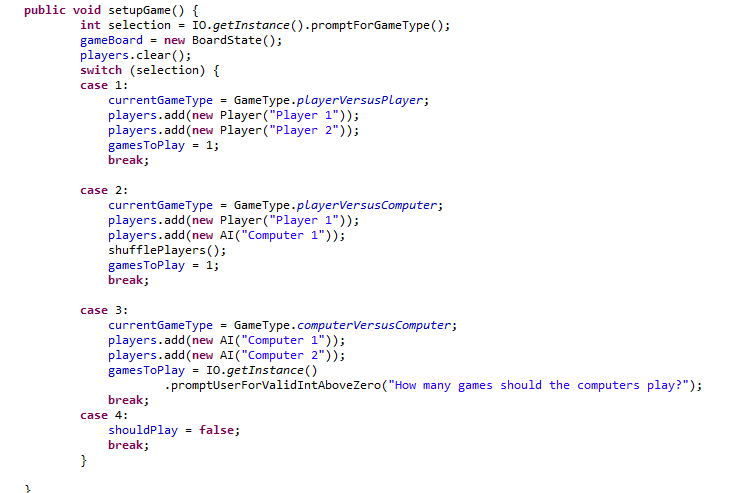
Change: Replaced switch statement for user input with Menu class. This way, while longer, is harder to mess up, and helps reduce conceptual load.

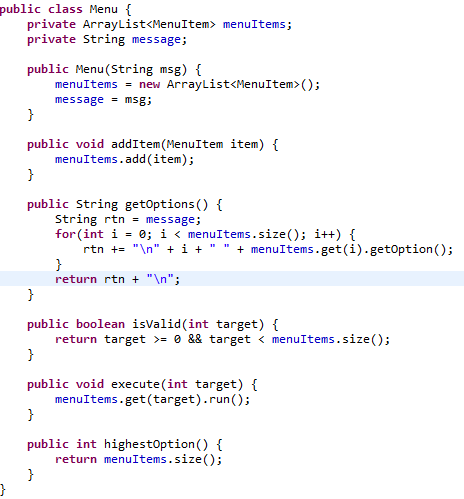
Rule: Replace Type Field With Strategy

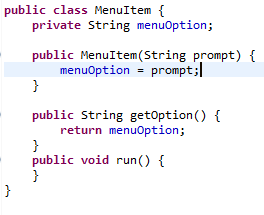
Comment:

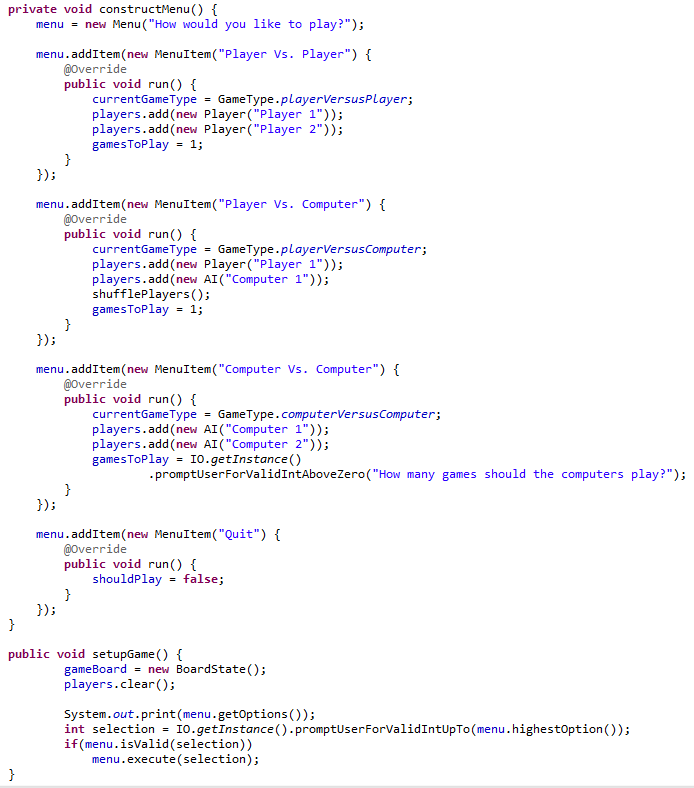
Before:



After:







Change: Moved all the function calls from the MenuItem anonymous classes into the previously unused GameType enum. This helps reduce conceptual load by allowing you to disconnect the details of the game type from the menu.

Rule: Replace Type Field With Strategy

Comment:

Before:



After:



