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| **Refactoring Documentation for Project “King Survival”**  Team “Nickel”   * TODO: Not the final version of the documentation - make it complete and more detailed... this is written to get the general idea :) * Redesigned the project structure: * Renamed the project to **KingSurvivalGame**. * Renamed the main class **Program** to **KingSurvivalGame**. * Extracted each class in a separate file with a good name: **KingSurvivalGame.cs, GameBoard.cs, Engine.cs, Figure.cs, Pawn.cs, King.cs, Position.cs, Direction.cs**. * Reformatted the source code: * Removed all obsolete comments. * Replaced all "bad" names of methods and variables with appropriate ones. * Removed "Magic numbers" - all used "magic" numbers are declared as constants with appropriate names. * Inserted empty lines between the methods. * Character casing: variables and fields made **camelCase**; types and methods made **PascalCase**. * Formatted all other elements of the source code according to the best practices introduced in the course “[High-Quality HYPERLINK "http://codecourse.telerik.com/"HYPERLINK "http://codecourse.telerik.com/" HYPERLINK "http://codecourse.telerik.com/"Programming HYPERLINK "http://codecourse.telerik.com/"HYPERLINK "http://codecourse.telerik.com/" HYPERLINK "http://codecourse.telerik.com/"Code](http://codecourse.telerik.com/)”. * Formatted the curly braces **{** and **}** according to the best practices for the C# language. * Put **{** and **}** after all conditionals and loops (when missing). * … * Renamed variables: * Changed game logic: * Removed bug - When the king is blocked, the player gets a message that the king loses. When all pawns don't have available moves the same happens. * Figure logic is now in seperate classes. * Added "Responsive design" to the gameboard - now it can be resized up to 26x26 (that's why the numbers for the coordinates are replaced with lower and upper English letters. * GameBoard is now non-static: In the beginning of the game we create an instance of from the class GameBoard with all the figures on it. This way we can add new figures. * Moved method **GenerateRandomNumber(int start, int end)** to separate class **RandomUtils**. * … |