

## Cheese generatePosition():

- Poorly structured code in Cheese Class, generatePosition() method
- maxX and maxY were  $25 * \text{\# of cells}$ , and were later divided by 25 to set position to a cell, so we simplified it by replacing them with maxXCells and maxYCells which are just the # of cells
- Commit: "refactor cheese generatePos()"

## Cheese Constructor

- Useless variables
- Remove unnecessary x and y parameters from the cheese constructor
- X and Y parameters were used to use the super method but then the x and y positions were immediately overridden by generateCheese, so it didn't serve any purpose besides being tmp values.
- Commit: "refactored cheese parameters to remove X and Y that would be immediately overridden"

## Map Unused Vars:

- Unused variables in Map class
- Removed Position start, since it wasn't being used
- Adjusted code in other classes so that CELLWIDTH was being used
  - Used in Entity & Cheese Class
  - Draw method to use CELLWIDTH variable rather than 25 [done]
- Commit: "refactor unused vars in map"

## Map Variable Naming:

- Bad/Confusing variables name in map class
- Had very generic variable names that didn't mean anything and could've easily been mixed up with another variable
- GameTimer tt -> GameTimer gameTime
- long tickTime1, tickTime2 -> long tickTime, catTickTime
- Commit: "refactored variable names to better explain their value/meaning"

## Map Constructor:

- Poorly structured code in map class
- A lot of the current global are initialized when made, but if we move it to constructor then it would make more sense code reusability for if we wanted to used a different map.
- Moved most initializations to constructor & also created a generateWalls() method to initialize walls
- Commit: "refactor Map Constructor"

#### Map Arrays:

- Poorly structured code in Map
- Was getting a lot of issues with updating a 2D array and setting a position to a NULL, since java has a lot of rules about deleting memory or setting an object to NULL
- Changed two 2D arrays (items & characters) to an ArrayList where I can easily loop through the list to check for a position and can easily remove an item from ArrayList
- Commits: "fixed multiple pickup issues" & "removed unnecessary data structures"
  - Nov 22nd