

Code Review

By Karina Kramer & Ethan Phan

Smell 1: Bad/Confusing Variable Names

Game:

- Re-name variables to be more descriptive. Commit on developEthan: df8bf1f34433aced55c942af870c07a812afd3e1

Menu:

- Re-name draw method to drawMenu for easier viewing. Commit on developEthan: 13d9825dfa3cf50389bf0dec102ec6b57b9fbaeb

Smell 2: Poorly Structured Code

Game:

- Restructure drawBackground method. The function now resides in the draw function as it only took one line in the end. Commit on developEthan: df8bf1f34433aced55c942af870c07a812afd3e1

Smell 3: Dead Code

Menu:

- Remove the button highlight code that wasn't working and didn't have time to fix. Commit on developEthan: 13d9825dfa3cf50389bf0dec102ec6b57b9fbaeb

Position:

- Remove toString() method. Commit on developKarina: 7b47c285c92abbcedc1807501f2e145aced9fc2a

Smell 4: Code Duplication

Cat:

- Move code block used to check for mouse collision before and after cat moves to method checkMouseCollision. Commit on developKarina: 7b47c285c92abbcedc1807501f2e145aced9fc2a
- Remove checkValidMove method containing the check for adjacent cats and move adjacent cat check into getMovesFromPos method. Commit on developKarina: 7b47c285c92abbcedc1807501f2e145aced9fc2a

Smell 5: Unused/Useless Variables

Game:

- Remove extra variables. Unused variables that were not needed anymore from earlier parts of the code that were used for testing. Commit on developEthan:
df8bf1f34433aced55c942af870c07a812afd3e1

Smell 6: Feature Envy

Entity:

- Move setPos() from Entity class to Position class since it only sets x and y coordinates. Commit on developKarina:
7b47c285c92abbcedc1807501f2e145aced9fc2a