Refactoring Document

1) Modules Moved

- Moved three methods (Reinforce, attack and fortify) from RiskPlayer class to RiskHumanStrategy class.
- Modified the main game controller to accommodate the new requirements for strategies and load saved options.

2) Modules Added

- Five strategies are added for the RiskPlayerStrategy:
  - ➢ RiskAggresiveStrategy
  - ➢ RiskHumanStrategy
  - ➢ RiskBenevolentStrategy
  - ➢ RiskRandomStrategy
  - ➢ RiskCheaterStrategy

3) Refactoring of game code and JUnit test cases to accommodate the above mentioned modules changed and module added.

- Code level changes/additions were done to accommodate the changes made while implementing the observer design pattern and strategy pattern for the various phases in the game.