CMPT 276 Project - Final Phase

Project overview

In this phase, you will submit your completed project. It is due on 14th August midnight.

Refactoring

Perform refactoring on your code. Identify three code smells, and perform at least one refactoring technique on each code smell. For each code smell, discuss the following:

- Explain why the code smell is an issue.
- Discuss why you chose the technique(s) and not others.
- Explain how refactoring has improved your code.

If you are confident that there are fewer than three code smells in your code, then you may declare so and submit fewer code smells. Points will be given if we cannot find more code smells in your code.

Your game needs to remain playable as in Phase 2. If there are any differences between how your final submission is built and how Phase 2 is built, you must explain this in detail and give updated build instructions in your Github front page.

Submission

- We will download your submissions from Github on the due date. Do not make any changes to Github beyond the due date.
- Your Github should contain all necessary code to build the final project.
- Your Github should contain a PDF file called phase3.pdf that contains the Refactoring answer.

Grading

- 30%: Refactoring (10% * 3)
  - Correct and well-explained code smell (5%)
  - Correct and well-explained refactoring technique(s) (5%)
- 20%: Project Correctness
  - Did the submission have any bugs? (10%)
  - Did the submission correctly follow the rules of the board game? (10%)
- 50%: Project Quality
  - Was the submission a significant coding effort, representative of a team of four or five students working throughout a term? (25%)
  - Were there sufficient notable features beyond the implementation of the board game? Sufficient is defined in inverse relation to the difficulty of implementing the board game itself. (15%)
  - Is the gameplay smooth and enjoyable? Were there frustrations during gameplay due to poor design? This includes the decision making of the AI. (10%)
  - Potential bonus for highly notable features and especially excellent gameplay/UI design. (+10%)