


```
if (queue[5]) {
    if (c == 'q') c = 'Q';
    ...
}
```

Now, when importing this project into version control (you thought I was using version control when I wrote this??), I did fix a few of the most blatantly horrible style violations -- for instance, I normalized the whitespace, although other improvements (for example, removing the over 500 cases of unnecessary boxing) have been reverted by popular demand in the name of historical integrity. I also tried to get the main game actually working, which meant fixing a few resource path issues. Unfortunately, it's only working in the academic sense, since it's so slow that you only get about 0.03 FPS and it crashes when you click the mouse button. But, somewhere in there is a working game. You know, sort of.

TerraFrame?

This project was originally called TerraFrame (back when I created it in 2011). I believe the reasoning was that it was a *Terraria* clone, and it was in a *JFrame*. Yes, it's stupid, much like every other part of this project. Meanwhile, there is a completely unrelated company called TerraFrame. This led to an unfortunate misunderstanding wherein somebody thought that this garbage heap of a codebase was associated in some way with TerraFrame, the company. After receiving a very polite email pointing out the issue, I've changed the name to something that makes more sense (TerrariaClone).