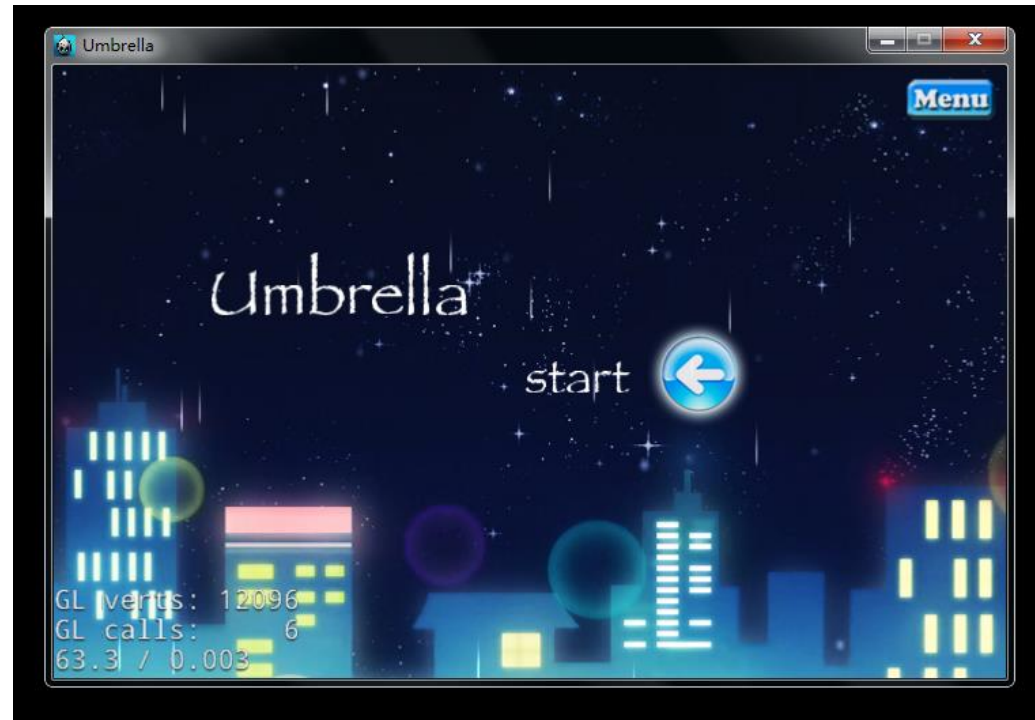


Umbrella

Team 61

1452712

Wang Jiahui



Catalog

- ▶ Introduction
- ▶ Original Design
- ▶ Design Pattern

Introduction

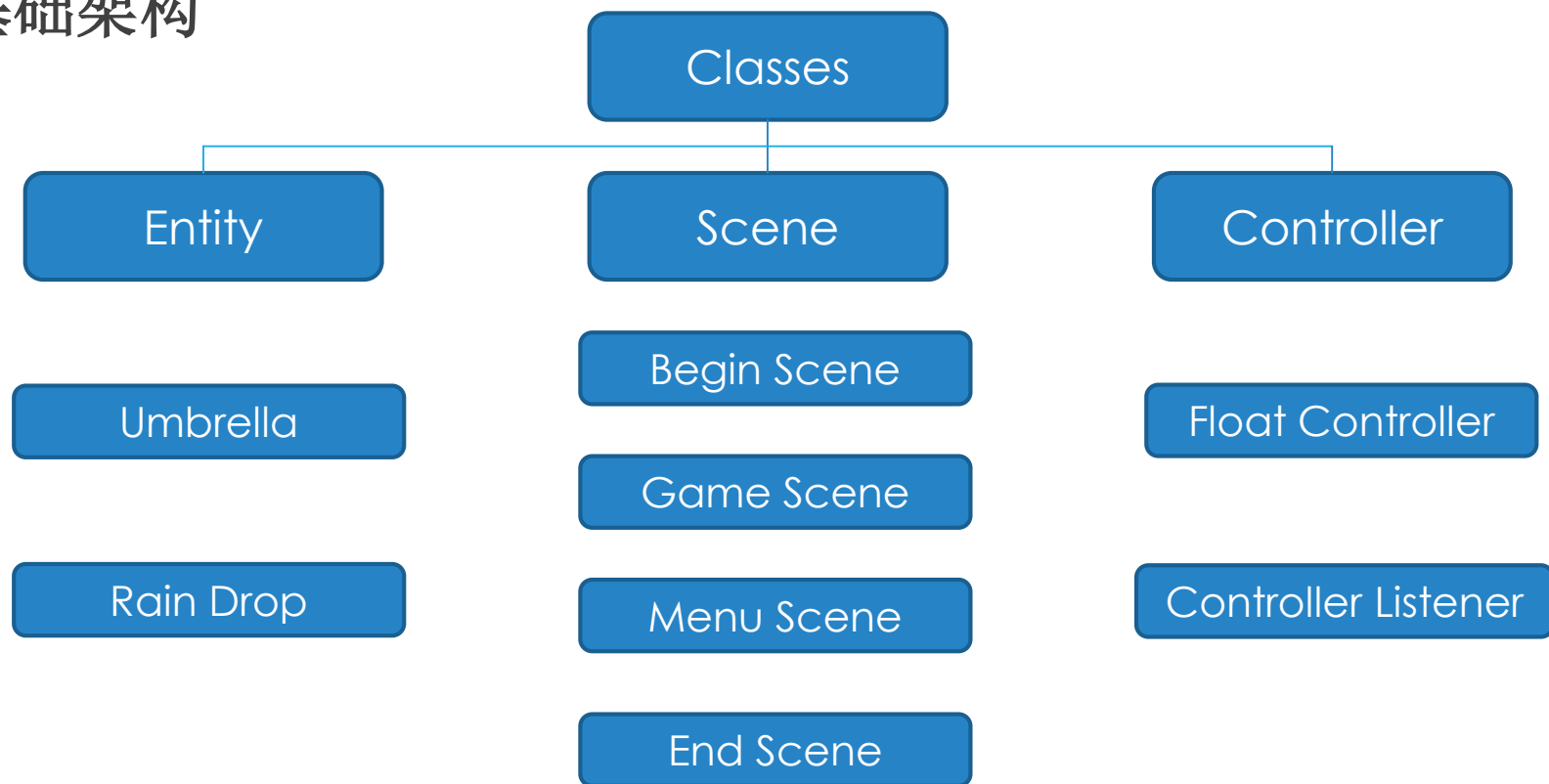
▶ 项目内容

▶ 主要设计模式

- I. 工厂模式
- II. 观察者模式
- III. 策略模式 (结合简单工厂模式)
- IV. 单例模式
- V. 装饰模式

Original Design

► 基础架构



src

- Controller
- Entity
- Scene
- AppDelegate.cpp
- AppDelegate.h
- HelloWorldScene.cpp
- HelloWorldScene.h

Original Design

► 继承(Inheritance)

Controller

FloatController

LevelScene

Level1Scene

Level2Scene

Level3Scene

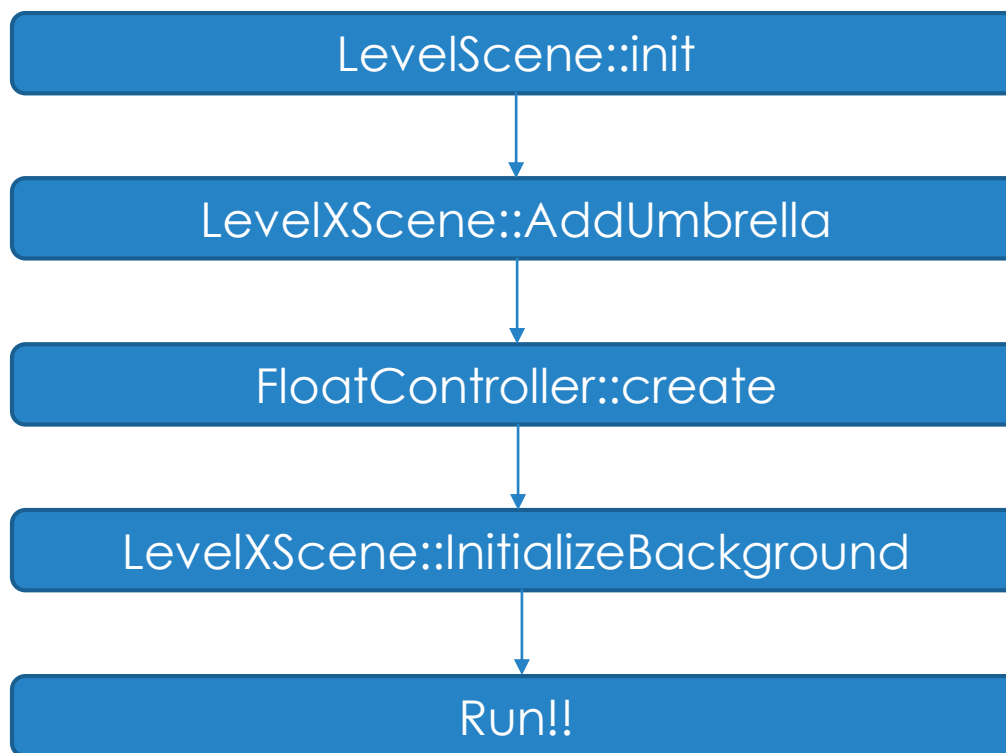
Level4Scene

Level5Scene

Level6Scene

Original Design

► 实现:
Game Scene



Design Pattern

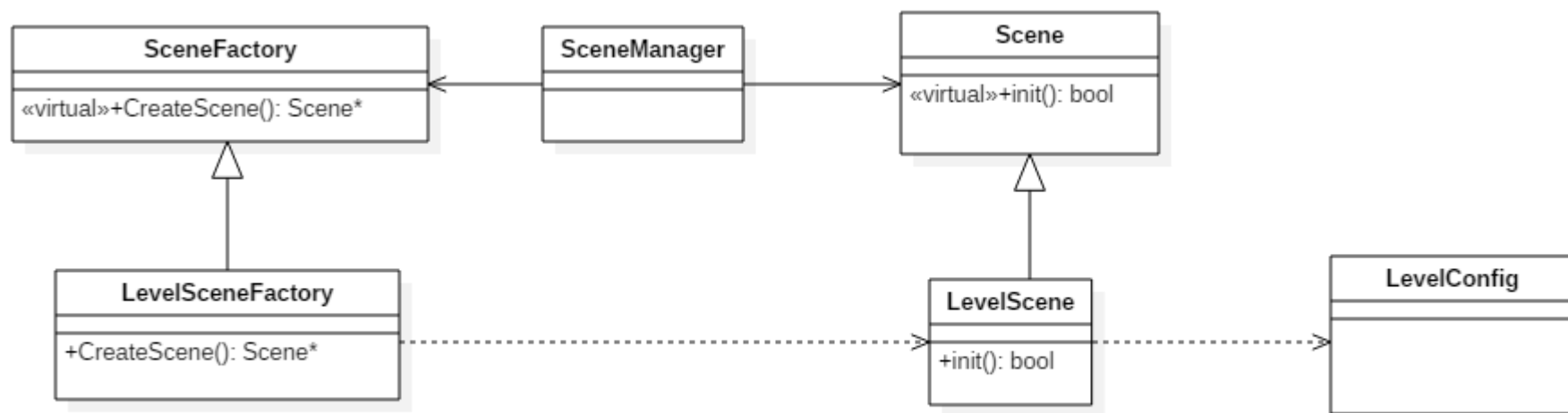
► 基本原则

- I. 面向对象编程 (OOP)
- II. 可扩展性 (Extensible)
- III. 开放封闭原则 (OCP)

Design Pattern

► LevelScene Class

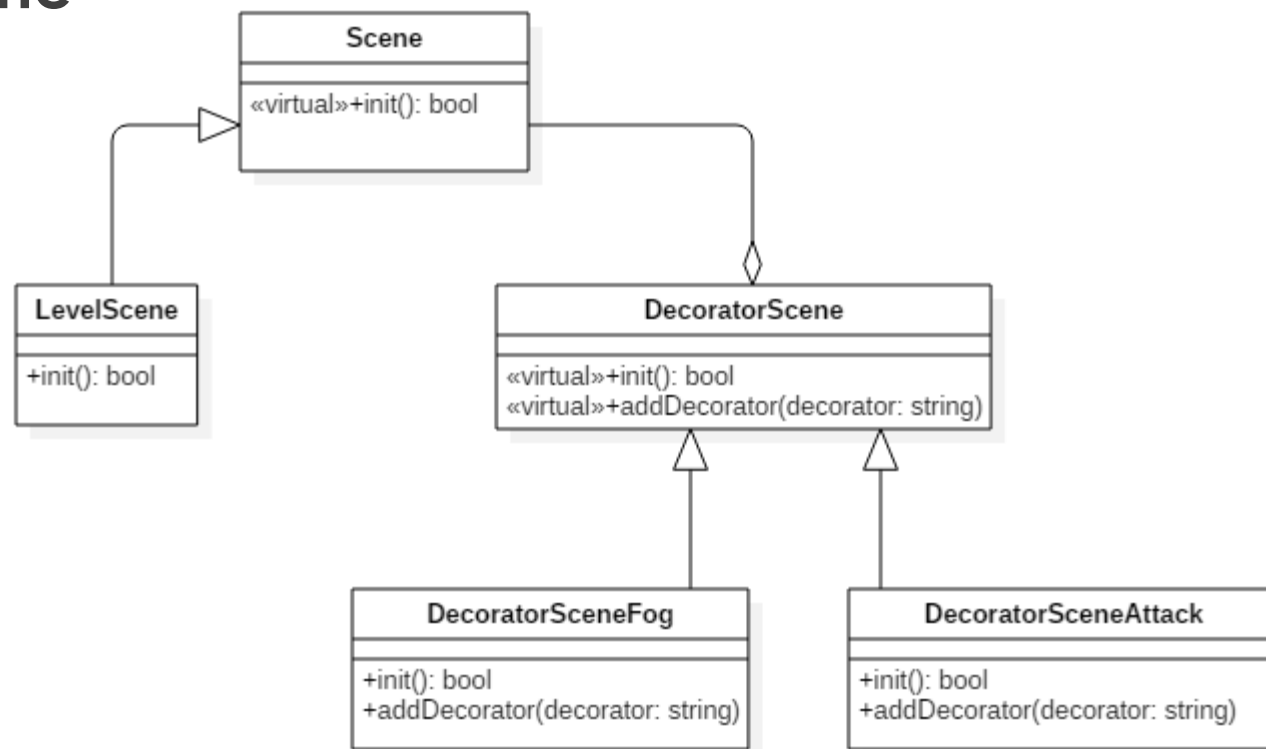
工厂模式



Design Pattern

► Extra Actions of Scene

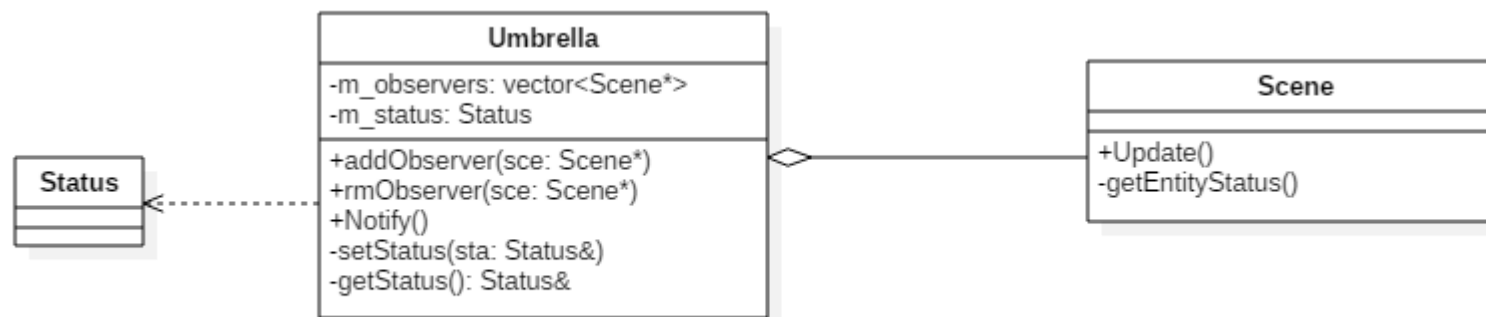
装饰模式



Design Pattern

► Scene-Entity

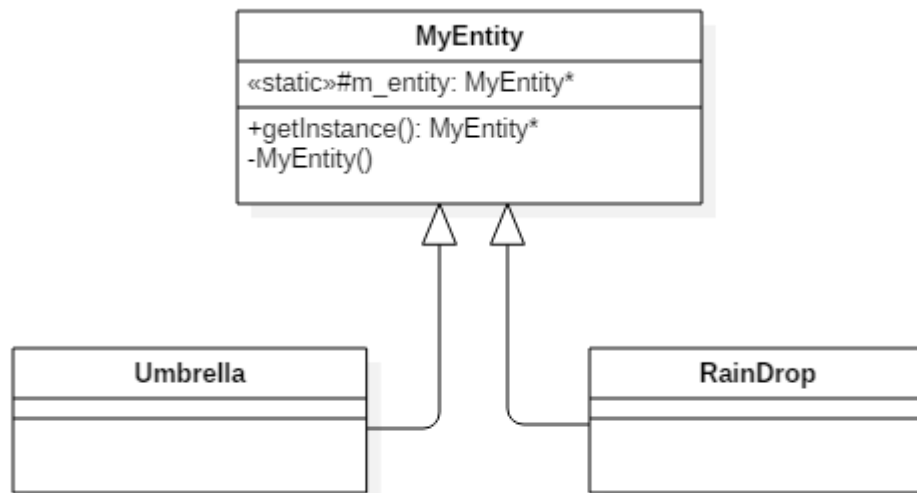
观察者模式



Design Pattern

► Entity

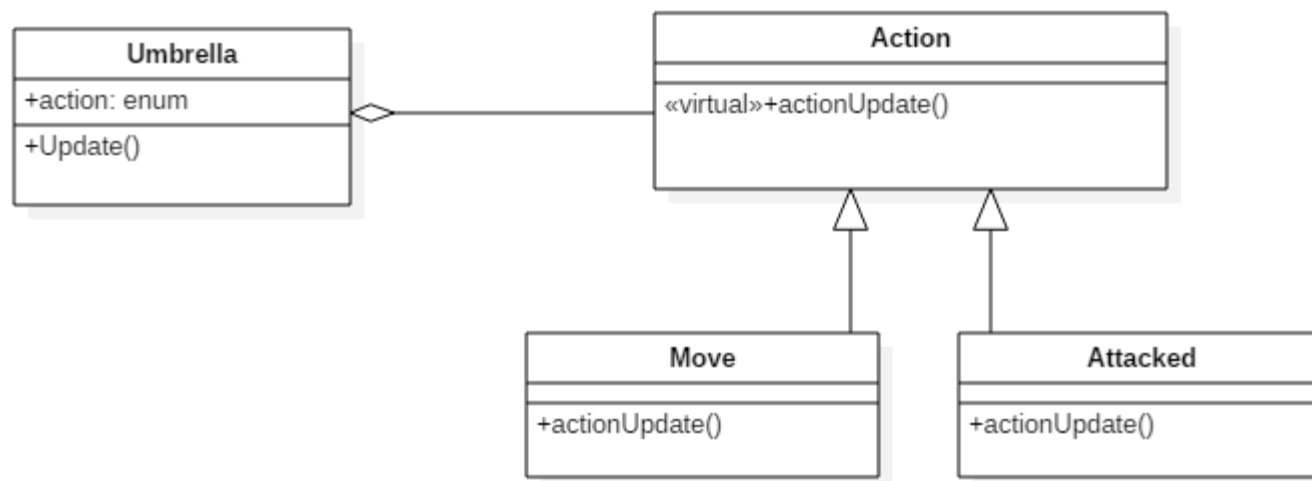
单例模式



Design Pattern

► Action of Entity

策略模式





Q&A

Thank You !