



MVVM Model:

One paragraph about how we used MVVM:

To utilize the MVVM architecture, we sorted our app into the different parts of MVVM, namely the Model, View, and View Model. We created separate folders for this and added the various classes within it. The views folder contains all of the UI-related classes like the rooms and the various screens. The viewmodels folder contains all of the classes for the mechanics of the views such as the score and player location. Lastly, the model folder contains classes such as the leaderboard and player. These classes are more focused on the data of the game rather than focusing on UI.

Model:

- Difficulty.java
- Enemy.java
- GameUtils.java
- Leaderboard.java
- Player.java
- Wall.java

Model View:

- GameScreenViewModel.java
- InitialConfigViewModel.java
- PlayerViewModel.java

View:

- EndingScreenActivity.java
 - RoomActivity.java
 - FirstRoomActivity.java
 - InitialConfigActivity.java
 - SecondRoomActivity.java
 - StartingRoomActivity.java
 - StartScreenActivity.java
 - ThirdRoomActivity.java
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- activity_ending_screen.xml
 - first_room_screen.xml
 - activity_inital_config.xml
 - second_room_screen.xml
 - starting_room_screen.xml
 - activity_start_screen.xml
 - third_room_screen.xml