**Design Decision Made**

By: Jay McCracken 101066860

|  |  |
| --- | --- |
| **Design Decision** | **Why it Was Made** |
| Making Pieces into an abstract class rather then Interface | By making pieces into an abstract class we were able to define the base functionality of each method. The sub classes of Pieces all share methods that are they same (Ie. Getters and setters), the abstract class allows for it not needed to be recreated each time but overriding when something was different. |
| JumpInGUI | We created a GUI class to store all the inputs needed for the GUI.  Pop up level changer: It was made into a pop up as it was the best way to allow for user input. As well shows our knowledge of how you would make one  Undo and Redo buttons NOT in menu: This was put like this to allow to user to have easy access to the buttons, with out having to go through menu options. |
| ButtonTile | The textTile class was changed to a ButtonTile class. They too contain mostly the same methods however for the gui it was decided that it was needed to have the tiles themselves be buttons to allow for simple implementation of the board because all of the boards tiles are buttons and have information that can be fed back to the Game on press. |
| Images for Buttons | Images for the buttons was placed with inside the pieces so that it was set up in optimal way, and it didn’t allow for each animal to be any image, just only the set ones already set up |
| Unit test | Added all the unit tests. It is all separated by the class. Each class tests all the public methods within the class. Each class was then put into a suite to run it all. This allows to a cleaner set up of the test cases, and easier running of them all. |
| White highlight Selected | When you pick a tile the boarder of the tile goes white, this allows for the user to visually see which piece they have so far selected to avoid confusion. |
| coord | Now has get hole method. This way we are able to grab the locations of the holes the coordinates are in, to allow for more efficient coding. |
| Puzzles | Was made into a Static Array, so that it now pulls from a the final array rather then being set cases within the puzzles class |
|  |  |
|  |  |
|  |  |
|  |  |