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Computer Science 32

3 March 2024

Project 3 Report

1. In the Consumable class, where all the goodies are derived from, there is a function which checks whether the object shares its position with the player. This is checked through the StudentWorld member variable in the base actor class with the function *avatarCheck*. This check is done every tick by the general goodie classes’ *doSomething* function. If it does share a position with the avatar it will set its self as not alive and through its StudentWorld variable increase the necessary points, play a sound, and perform its specialized effect. In the move function of StudentWorld, it will detect that the goodie object is no longer alive and remove it from the game.
2. I believe that I completed all functionality of the program and could not find any more bugs.
3. I made the assumption that I could remove actors immediately after death instead of waiting for all actors to make a move. The one thing I am concerned with is that some of the audios are not working as expected, however they work the same as the given example.