CSCI4448 – Object Oriented Analysis and Design

Project Part 3

1. What features were implemented and a class diagram showing the final set of classes and relationships of the system.

The following features were implemented:

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2. Did you make use of any design patterns in the implementation of your final prototype? If so, how? If not, where could you make use of design patterns in your system?

We used the singleton design pattern for our game itself, to make sure only one instance would be running.

We also attempted to use the model-view-controller design structure for how one would interact with the application. We could have definitely better refined this if we would have had more time/resources.

3. How the final system changed from the design you presented in Project Part 2. Compare your class diagrams.

4. What have you learned about the process of analysis and design now that you have stepped through the process to create, design and implement a system? First and foremost, I learned not to get yourself into too much. I realize now, that if this had been more of a full time project, that I would have had the opportunity to get it working as well as I wanted. In addition, I learned that two people on a team is not enough to get much done, and that it really takes more time than either of us had to give it. I also learned that it is important to know a system before jumping in and coding it. I spent a lot of time refactoring and redefining views, simply because I did not know how android worked and how different things can make the android platform run really slow on any device.