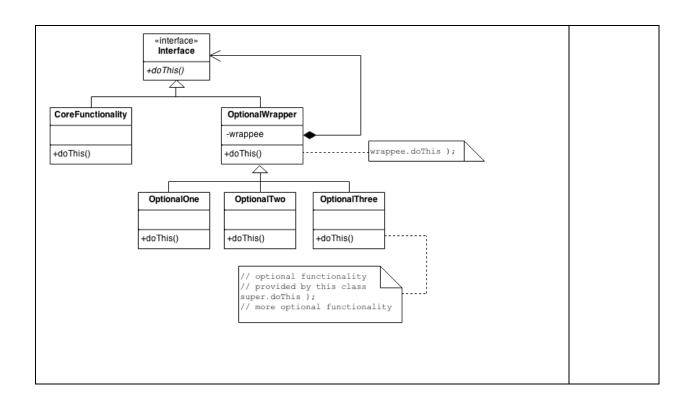
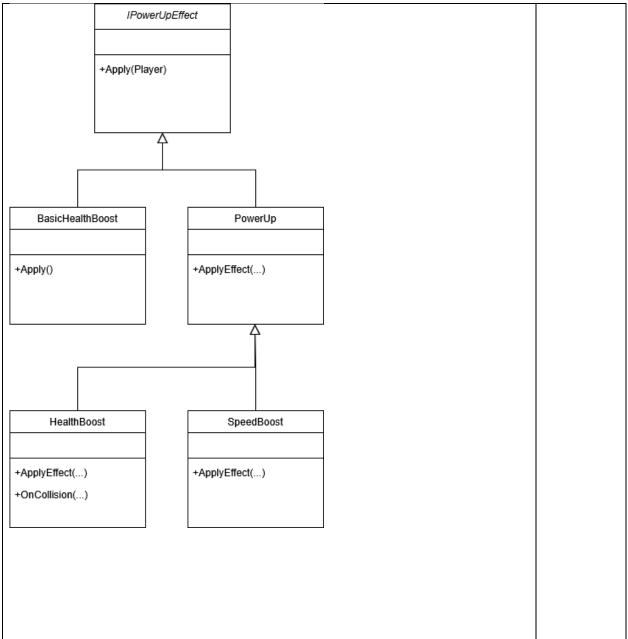
Name	Cole Paulik	Team	Spaghetti	TL	3	Date	4/14/2025	Time	9:30
			Studios						

Fill in the underlined areas (and the boxes above), now but don't write on the remainder of this form.

Fill in the underlined areas (and the boxes above), now but don't write on the remainder of	ווווא וטוווו.
Contribution: Briefly describe what your feature(s) is/are:	
	/10
Items/Power ups for increasing the player's health and player speed.	
Walk me through your Gantt chart. How long did this take? How long did you estimate	
it would take? What did you learn about your skill as an estimator?	
At the time of writing this it has taken me 28 hours out of my projected 48 hours.	
When estimating these I thought I was underestimating how much time I was giving	
myself and now that I have done the project and am at the end I realized that I still had	
a bit of time leftover.	
a bit of time leftover.	
Dun your game and point out places where your eads is called and run. (Lyvill avels	
Run your game and point out places where your code is called and run. (I will cycle	
through asking you this question and the next one until you either run out of	
interesting things to talk about or it is clear that you have made an above average	
contribution.)	
Show the C++/C# code that was run. Walk me through the methods called from the	
time it enters your section of code.	
Technical:	
Walk me through your test plan. Give an example where a test case later found a bug	
in your code by things a teammate added later. (Or explain why you chose a test case	//
specifically because you wanted to ensure that a teammate would know if they broke	/4
your code.)	
Pick a Prefab you have created that is documented well in a separate readme file.	
·	
(I will point to several places in your code documentation and ask) What question	
where you trying to answer here? Who do you anticipate would be asking that	/2
question? What other questions might this person need the answers to?	/3
Prefab Name: HealingItem	
Show me a class in your code where there could be either static or dynamic binding.	
Write some mock code on this paper showing how you would set the static type and	
dynamic type of a variable.	
Super Class: IPowerUpEffect	
Sub Class: BasicHealthBoost	/3
Virtual Function: Apply(GameObject player)	,3
The tall of ta	

Choose a dynamically bound method. What method gets called now?	
Change the dynamic type. What method gets called now?	
Pick a statically bound method. Which one would be called in each of the two previous	
cases?	
Show me an example of reuse in your code where you violate copyright law.	
How does it violate copyright? Regeneration Potion from Minecraft	
What did you have to do to integrate it with the code you wrote? What are the legal	
implications if you market your code with the re-used portion? Use fair use argue that	
you can use this anyway.	
,,	/4
I used the regeneration potion from Minecraft as the sprite for my regeneration power	, .
up. Since I don't deem the potion to be an integral part of the game and there are	
other potions in the game that look extremely similar I don't think it would hurt the	
potential marketing for Minecraft so I think I could argue that I have the write to use it.	
4. One big or two small, well-chosen patterns.	
	/4
Small Patterns = {Singleton, Private Class Data}	/4
Which patterns did you choose?	
1. Decorator	
2.	
	
Why did you choose each pattern? (Justify your use of it).	
I chose this pattern because it is good for power-ups because it allows adding new	
behaviors or functionalities to objects dynamically.	
Draw the class diagram for your pattern(s).	





Would something else have worked as well or better than this pattern? When would be a bad time to use this pattern?

A Factory patter could also work because it allows the creation of objects without exposing instantiation logic to the client. It would be bad to use this pattern with few power-ups, which is what I have because I only have a handful of power-ups created, which would be overkill.