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# Post Mortem

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The background of the slide is dark blue with a series of parallel diagonal lines that create a sense of depth and movement. These lines are illuminated with a gradient of colors, including cyan, blue, purple, and magenta, giving them a glowing, neon-like appearance. The lines originate from the top left and fan out towards the bottom right.

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# Project Breakdown - Sialas

- Sound Manager – All music and Sound effects
- Grasp breakdown
  - High cohesion(Informational cohesion) – performs several audio related actions (play music, play sound effect, adjust volume, etc), each with its own entry point, with independent code for each action all performed on the same data structure.
  - Low coupling(Data coupling) - Methods take simple arguments and fully uses them, minimizing dependencies.

# Cohesion - Sialas

```
public void ShootSound()
{
    Play(shootClip);
}

1 reference
public void enemyBossShootSound()
{
    Play(bossShootClip);
}

26 references
public void buttonSound()
{
    Play(buttonClip);
}

0 references
public void HurtSound()
{
    Play(hurtClip);
}

3 references
public void ExplodeSound()
{
    Play(explodeClip);
}

2 references
public void PlayerMoveSound()
{
    PlayMovementSound(playerMoveClip);
}

1 reference
public void EnemyMoveSound()
{
    PlayMovementSound(enemyMoveClip);
}

1 reference
public void bossEnemyMoveSound()
{
    PlayMovementSound(bossEnemyMoveClip);
}
```

```
// Music methods
2 references
public void MenuMusic()
{
    PlayMusic(menuMusicClip);
}

4 references
public void BattleMusic()
{
    PlayMusic(battleMusicClip);
}

2 references
public void finalBattleMusic()
{
    PlayMusic(finalBattleMusicClip);
}

1 reference
public void hellMusic()
{
    PlayMusic(hellMusicClip);
}

1 reference
public void technoMusic()
{
    PlayMusic(technoMusicClip);
}

1 reference
public void animeMusic()
{
    PlayMusic(animeMusicClip);
}

2 references
public void PauseMusic()
{
    PlayMusic(pauseMusicClip);
}

1 reference
public void WinMusic()
{
    PlayMusic(winMusicClip);
}

1 reference
public void LoseMusic()
{
    PlayMusic(loseMusicClip);
}
```

- ✓ Number of actions
- ✓ Each have own entry point
- ✓ Independent code for each action
- ✓ All performed on same data structure

# Coupling- Sialas

```
9 references
public void Play(AudioClip clip)
{
    if (clip != null)
    {
        effectsSource.PlayOneShot(clip, effectsVolume);
    }
    else
    {
        Debug.LogWarning("AudioClip is null in Play!");
    }
}

// Play a single clip through the music source
9 references
public void PlayMusic(AudioClip clip)
{
    if (clip != null)
    {
        musicSource.Stop();
        musicSource.clip = clip;
        musicSource.volume = musicVolume;
        musicSource.Play();
    }
    else
    {
        Debug.LogWarning("AudioClip is null in PlayMusic!");
    }
}
```

- ✓ Every argument is a simple argument
- ✓ All elements are used by the called module

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# Project Breakdown - Sialas

- Player Design – All player controls, animations/sprites, spawning, item pickup effects.
- Grasp breakdown
  - High cohesion(Informational cohesion) – performs several audio related actions (play music, play sound effect, adjust volume, etc), each with its own entry point, with independent code for each action all performed on the same data structure.
  - Low coupling(Data coupling) - Methods take simple arguments and fully uses them, minimizing dependencies.

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# Project Breakdown - Brenden

- Main Features
  - Turn Controller
  - AI Control
  - Enemy Tank Design/Spawning



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# Coupling

- Brenden -



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# Cohesion

- Brenden -





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# Project Breakdown - Justin

- Justin -
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# Project Breakdown - Malik

- Malik -

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# Redo Changes?

The background features a series of parallel diagonal lines in shades of cyan, blue, and purple, creating a sense of depth and movement. The lines are set against a dark blue gradient background.

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# Changes for future students?

Sialas -

The background features a series of parallel, glowing diagonal lines in shades of cyan, blue, and purple, creating a sense of depth and movement. These lines are reflected on a dark, glossy surface at the bottom, giving the impression of a futuristic or digital environment.

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# Outstanding Features?

The background features a series of parallel diagonal lines that create a sense of depth and perspective. These lines are illuminated with a vibrant rainbow gradient, transitioning from deep blue and purple on the left to bright yellow and orange on the right. The lines appear to be glowing, with a soft, ethereal light emanating from them. The overall composition is minimalist and modern, with a focus on geometric shapes and color.