ASSIGNMENT 2 JOURNAL

Varun Anish Reddy(Z1887739)

Siva Krishna Kamepalli(Z1888059)

In this case there will be a grid which has ocean,islands, Columbus ship and pirateship,where the pirate ships have to follow the Columbus ship and at a certain point they have to catch the Columbus ship.so,we have created four classes .Ship class is the observable class where it receives the coordinates and moves the ship in the direction we want and pirate ship is the observer which observes the ship coordinates and move accordingly to it in order to catch the ship.The ship movement will be received from the user ,according to the directions given the ship will be moved and followed by the pirate ship.Finally,we have added the reset button option where the user can reset the game(islands and ship positions) and can be played again.