

Consider the following questions based on the genre of game your group is discussing.

1. How event driven will the code be for your game (i.e. will it be full or partial event driven programming)?
2. What events will trigger in your game?
3. What key items are contained in the game application layer for your game?
4. What key items are contained in the game logic layer for your game?
5. What key items are contained in the game view layer for your game?
6. What does a class diagram look like for your game?
7. Are your class hierarchies flat?
8. What does a behavioural diagram (such as an activity diagram) look like for you game?
9. What problems do you have with your code structure that we might solve with design patterns next week?
10. What difficulties do you face in terms of the User Interface coding?