Command

What was done
- Basic movement controls like up, down, right, left, and shoot

How it was done
- An abstract command script with Execute() for it to be overridden by the up, down, right, left, and shoot scripts
- When the corresponding inputs for up, down, right, left, and shoot are pressed it executes the player's movement

Why it was done the way it was
- I used an input handler script to have easier access to the inputs and reverse them when hitting the decoy

Diagram:
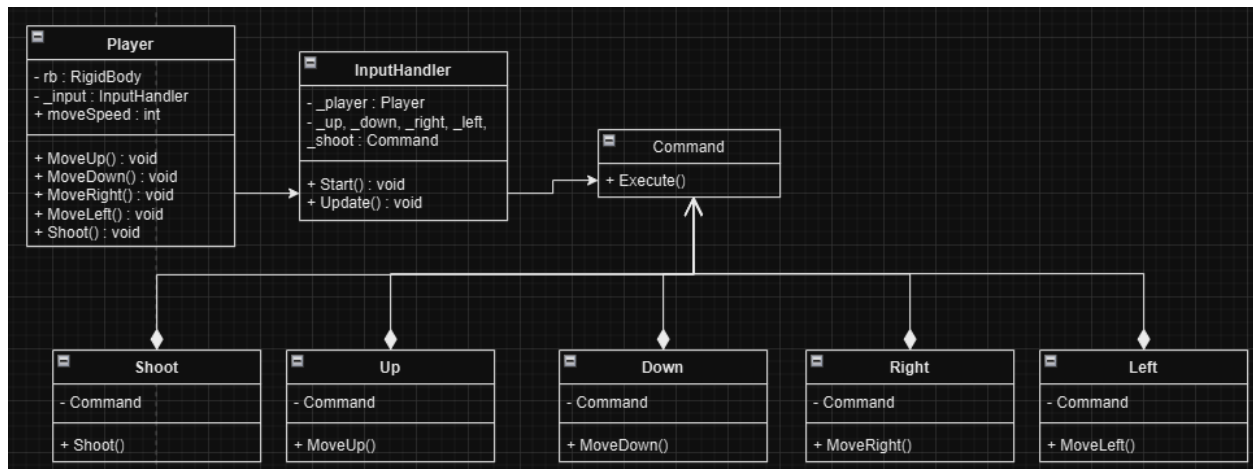
Object pooling

What was done
- Pooling the target object
- Release it at one of the three spawn points
- When being shot or reached the other side, the target would be grabbed back to the pool

How it was done
- Initialized around 10 number of pooled targets
- When the timer is up it will set the target's active to true
- When taken back, it would deactivate the target and reset it

Why it was done the way it was
- To re-use the target and decoy without instantiating any new ones

Diagram
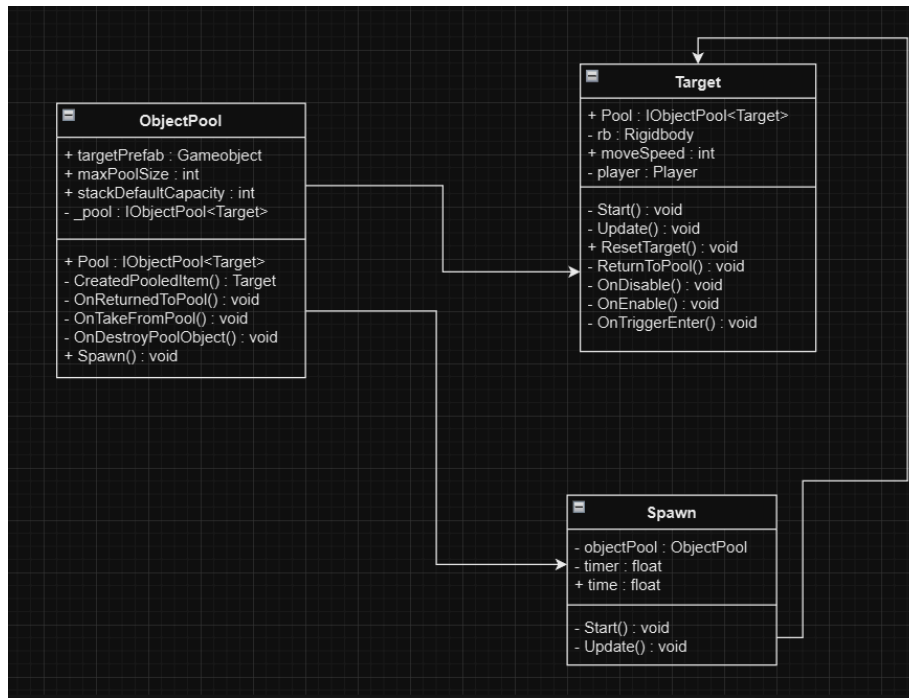
Observer

What was done
- An observer that notify the scoreUI to update the score each time u shot a non-decoy target

How it was done
- Add scoreUI to subscriber
- Notify scoreUI when target onDeath

Diagram