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EECE 310 Assignment 4
Implementation Decisions

Several important implementation decisions include aspects already included in the User Stories. We decided to modify one of the user stories slightly as we modified the implementation of the suspension of the game. Originally, upon suspension of the game, all the elements of the game stopped their actions, and the user was not able to undo any steps until they un-paused the game. We decided that this was slightly excessive since the player would have to press start, then undo, then repeat this process for 'n' amount of undo steps. Having to press start each time would double the time it took to undo 'n' times. Therefore, we decided it was in the interest of the user for us to implement a suspend method during which undo's are possible. Innately, the undo button would suspend the game, as does the stop button.

We also decided that a single press of the undo button would undo all actions up to the point where the player last moved. That is to say, the ghosts would could undo multiple steps for every player step, depending on how many moves the ghosts made between player movements.

Implementation of storing the moves was trivial, as it was hinted in the provided document to use a stack (Java Deqeue) of moves.