Elijah Elrod, Alexander Flower

Hendrix

COP 3331

11 - 28 - 2018

Design Reflection

There were many changes made to our class design, most notable being the removal of the Link, Set, If, Else-if, Else, Block, Text, and Go-to classes. We felt that trying to implement these would be unnecessarily complicated and memory inefficient because of the constant construction of these objects. We also removed the friend keyword for the interaction of the StoryGuide and PassageTokenizer classes because it wasn't needed. We removed the vector of SectionToken pointers and its accompanying print because it wasn't needed. We added general functions to perform the SectionToken functions without creating each type of object within the switch statements of our program. We separated our template setInformation function into two functions because we had trouble implementing it and it was just simpler to create a function to set each map structure individually. We redesigned our main function to have two while loops that run the story and one while loop before them in order to set all the passages into a vector.