7.4 exercises

1.

I find there isn’t much of an introduction to the game. It gives you the title page a table of contents but then proceeds directly to Coding. I feel we would achieve more information about what this game really is, if we had a game introduction to give us more of the concept and mechanics of the game itself. I read over this TDD and I found no mention of an exact frame rate. I also feel they could have done a better job with the appendices. I look for specific structure that a TDD needs and I feel it just rambles on about coding things without exactly the understanding of specific parts and could do better with labeled information. Also diagrams would be beneficiary.

3. See diagrams

4. A) Class Diagram. A Generalization type used for the different actions when holding or using a weapon and also showing that you can replace class with subclasses for other weapons.