Decision Log

Limitations:

The main limitation I have faced so far is not giving myself enough time, there is some rough code with the ShotManager.cs and ShotSprite.cs. I was struggling trying to get those classes working. They work now but I don’t believe them to be efficient, and I find them very messy.

The command pattern has helped me implement user input a lot easier, and it has decoupled the classes that invoke operations. I have plans to utilize the Observer pattern and the Strategy pattern, but I haven’t been able to fully implement them into the game.

I have some dependencies as of right now with the Enemy state system and its movement. The enemy stops when it sees the player and will start shooting, but I have not implemented any case to switch states for the enemy to go back to patrolling.