

Reflection

I designed my classes in such a way that there would be a board class, a move class and a player class. I made a class for the player so that I could give player properties such as their score. I felt this should be independent from the game itself. I also made a move class which I didn't include with a board as I felt the decision making behind it was not related to the board itself, the board only holds all the properties of itself such as the tiles.

I decided using inheritance would be too complicated to create versions of an object for a project this small, so instead I created enums to represent a certain property of a class such as the Boards difficulty. This made the code simpler as I could create these objects differently depending on their enum.

Only one part of my design was too difficult for me to implement, I realized implementing a real time clock would have to constantly refresh the console, interrupting user input unless I used multi-threading, but I had not learned this yet. I decided to add personalized features for the user such as a rank and a game difficulty.

If I were to design this program again, I would try to make the structure of my source file simpler because I felt the structure / flow of the program became hard to follow. I can achieve this by further decomposing my source file into more functions where code was reusable. Also, I feel it would be useful for me to learn about debugging before pursuing with a big project, in my opinion we didn't cover it in enough detail and it would've saved me a lot of time later on during development.