

## **Design Rationale REQ 7**

I have created an extra class called Reset which extends to an Action. To keep track of the number of times the Player can reset, I have created a static attribute. When Reset is run, it will reduce one on the attribute making sure that the Reset action is not available for the Player anymore. As for the other classes which are required to reset their attributes, I have extended the Resettable interface to each of them, and all the classes will perform their resetting in their own implementations. This allows our Reset code to not have complicated code to reset every enemy, item, and so on.

A major design flaw for this REQ is that Reset does not really utilize the meaning of Action. In the execute function, it doesn't even use the parameters given to it but instead just calls the ResetManager to perform the resetting of instances. However, it does not seem that there is another way to design this class since we need this Reset to be an Action so it could be registered in the Player's action as one of the actions available and able to reset the game.