**Design Updates for Assignment 2**

**Goon**

* Shout Behaviour and shout action have been implemented in the same class instead of 2 separate classes as only the Goon shouts, and the Shout behaviour can therefore return itself as an action if the goon choses to shout.

**Ninja**

* The Ninja’s throw Behaviour action factory has been replaced by code in it’s playturn() method to determine if it will throw or not, as there is no need for a separate Behaviour that only the Ninja exhibits.

**Rocket Pad**

* Instead of being a separate map, the rocket Pad is now a normal map element that extends the ground class. It has methods to detect when a player places Rocket body and engine on it, as well as a method that detects if both items are on the pad and can be converted to a rocket. This was done to reduce complexity.