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MSD 6.1B

Abstract

[Draw your reader in with an engaging abstract. It is typically a short summary of the document.   
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Assignment 2 – Runner Game

Object Oriented Programming

Table of contents

## 3.4 Research and describe Exception Handling

In Object-Oriented Programming, exception handling is a dominant mechanism for centralized processing of issues and unusual situations which let the exceptions to be thrown and caught. This type of mechanism is controlled by the Common Language Runtime (CLR) which changes the procedure-oriented method or error handling in which each method or function returns a code that suggests a successful execution or an issue. Exception handling will answer to the exceptions when the program starts running. The exception will occur when the unpredictable event appears that it needs certain processing. For instance, a developer will produce an abnormal input, when the method is trying to attempt an answer to divide by zero or else a file system error is experienced throughout the write or read a file.

<https://www.tutorialspoint.com/csharp/csharp_exception_handling.htm>

<https://www.computerhope.com/jargon/e/exception-handling.htm>

## Section 4 – The Final Game

4.1 Design a class diagram to describe your OOP application.

4.3 Write a short report detailing:

a. The code design pattern and OOP concepts used in your game.

b. Suggestions for improvement.

To improve my game, I could make the player move his legs while he is moving on the grass, and while he is jumping between one grass to another, I could make him jumping position instead of running. Another improvement could be that while the background is scrolling and the player is moving and jumping from one grass to another, I could create a script which it will take care of the grass, so as soon the last grass is showing, I could keep looping and showing the grass automatically throughout the script and could add more enemies. If the player touches an enemy, a health bar will be shown with his health.