Space Invaders : Sprint 5 Assignment

Group 22
TI2206 Software Engineering Methods

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1 Exercise 1 - 20-times, Revolutions

1.1 Crumbling barricades

To implemented this the barricade class has to be changed. This class needs to extend the crumbling interface and implements it methods. The UIElementBarricade also needs to be changed to support drawing crumbled barricades. The third and last class that needs to be changed is the Collisions class so the data about the location where a barricade is hit can be used for crumbling the barricade. The collisons class also has to support collisions with partly crumbled barricades.

1.2 Boss Alien

Class	Responsibility	Collaborates with	Super	Sub
BossAlien	Shooting, movement		Alien	

The game has an integer which remembers in which wave we are so on the n-th wave the special bose wave can be loaded by the wavecontroller. A new wave with the bose alien has to be created. The wavepattern reader has to be changed to read a bossalien.

1.3 Sound effects

Class	Responsibility	Collaborates with	Super	Sub
SoundController	Playing the sounds	observable classes that could play sounds		

The classes which perform actions that are assosiated with sounds has to implement the observable pattern. The SoundController will implement the observer pattern.

2 Exercise 2 - Design patterns

2.1 Singleton

2.2 Observer

The Observer pattern is implemented in the sound effects.

3 Wrap up - reflection