Recommendations for extensions to the game engine

1. Increase the number of objects a square can contain in the same time

• Sometimes we need a square to contain a number of objects in the same time, but now if the objects excess the limit(which is low), the game will freeze.

• Modify Ground.java and Location.java

• advantages: increase square’s utility

disadvantages: more memory usage

• the new functionality may be available to designers of new game clients

2. Add a Player subclass in Actor class

• Make coding Player more easily, also make Player’s functionality more independent

• Modify Actor.java

• advantages: easier coding

disadvantages: less universal for Actor class

• the new functionality may not be available to designers of new game clients