

Project: Even

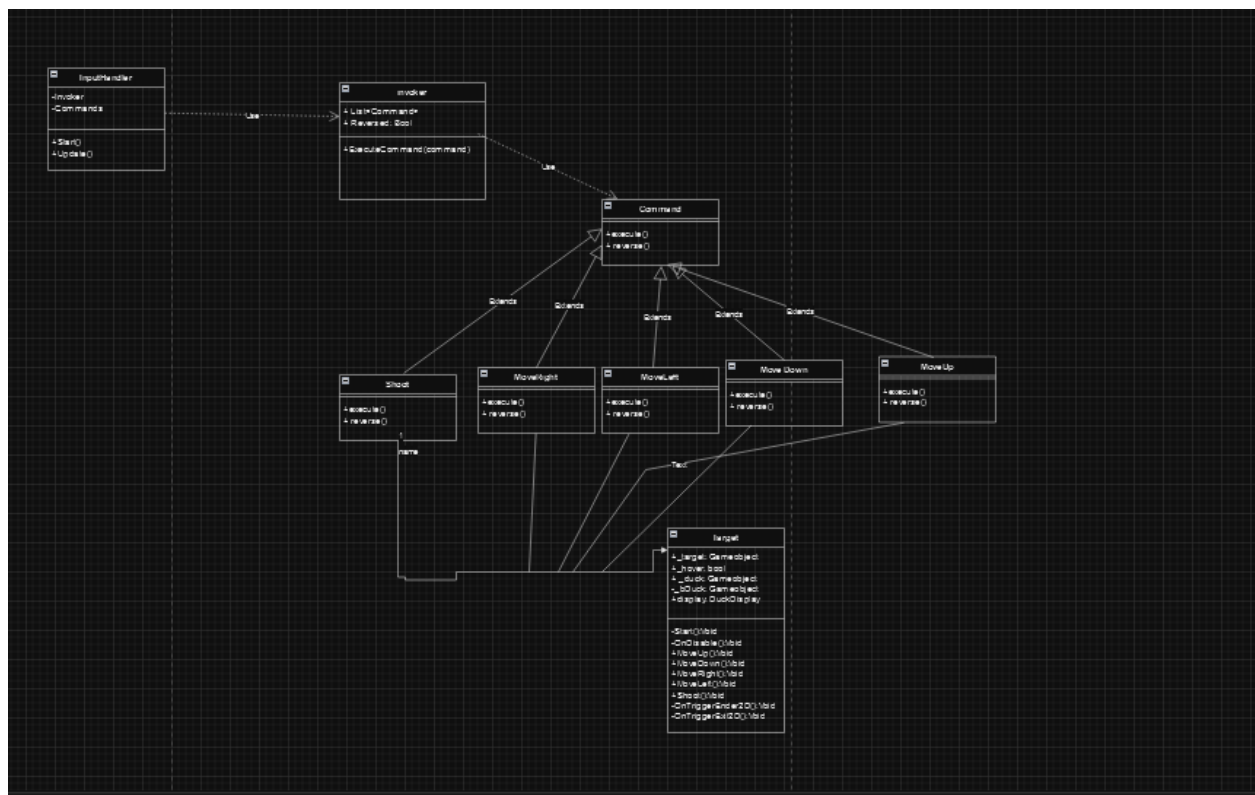
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For my project i did duck hunt, i added the command and observer pattern. To play the game you use WASD to move the circle target and SPACE to shoot. If you shoot the duck you gain a point, if you hid a decoy you get yours controls reversed.

Command implementation:

For the command pattern used a command base class from the lecture with a execute and reverse function. I made 5 concrete commands called moveUp, moveDown, moveRight, MoveLeft and Shoot which would execute the same named function in the target class. I made it so that if the player does the shoot command on a decoy then they will only execute the reverse commands for 3 seconds in the invoker. Then i made a input handler and bound the commands to specific inputs.

I did this because it allows me to set up the normal execution of a command and the reverse in the command class which means that i only need to set up the logic once and i can make it execute and reverse anywhere i want like when the player shoots a decoy.



Observer:

For this i used the base subject and observer class form the lectures and then i made the target class a subject which would notify the duck display observer everytime the player shot a duck.

I did this because it allows the score UI to be updated without it needing to have a reference to Target.

