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Project 3 Prelim

I used inheritance for Player (a sub class) and I will use it for Monster (a sub class) later. They share very similar methods and so I put the similar ones in Actor (the base class) and made them virtual and each class will handle them individually according to their needs. I made pointers to other classes in private because if they need to use methods out of there, then they can use them. I also decided to make variables I thought would be helpful in the long run. For example, in Maze I used an int pelletCounter so that way I can start it with having the number of pellets in the maze ( like ++ whenever I insert that char into the array) and subtract every time one is eaten so when it gets to zero I know the game is over. Most of my methods and variables have comments saying what they do or return and why or how it is useful.

One thing I had the most problems with, and my code is probably lacking, is the proper parameters. I could not get straight in my head what parameters the methods or constructors would need to be passed and why. Also, I had trouble making private variables I thought I would need because some might turn out to be useless, there might be a better way to do it or I usually put them in private when I go to use them ( so thinking of them prior to writing the code was a little difficult). I think the other part I had trouble with was trying to figure out what classes where going to use what methods from the other classes. I was mixing up what needed a pointer to another class and what did not and I also mixed up what needed to have forward declaration and what needed to just be #include. Also, with the inheritance, trying to figure out if the getters and setters needed to be virtual because they will do the same thing for both subclasses but they will get different answers (for example, player would use player x & y and monster would use monster x & y). Also if I had to restate the methods in public in the header of the sub class if they are already passed down from the base class, would they already be “in” there or do I have to restate them in the .h so it knows.