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Report

Since Player is the child class to Actor, there are some methods I chose to do in Actor and others I passed down to Player. For example, I did getX(), getY(), setX() , setY(), getForeColor(), and getBackColor() in Actor because for each of the child classes that inherit from Actor will all do the exact same method and instead of writing those same methods in Player (and later Monster) I chose to put them into Actor. The children still use these methods but Actor handles them; unlike resetDiresction(), move() and getDisplayChar(). This is because the player and monsters will reset to a different direction, they will move differently and also they will have a different char to display. They all use these methods so I call them in Actor but I don’t actually do anything to them until I’m in the child classes and that is why they are virtual and I set them = 0. I also made console, maze, X, Y, color, direction, forecolor, and backColor protected so that Player can access them because, otherwise, if they were private then the “children” would not be able to use them. Player, just like the monsters will, has its own methods other than the ones passed down from Actor because it does some things that the other children probably will not do.

I have a method in my Player class called setDead() that I have not done anything to yet. I plan on using this for Project 4 when we have monsters; so for right now it is empty. I have four methods in my Game.h that I haven’t used yet (getPlayerX() , getPlayerY(), killplayer(), getMazeContents()) I don’t have a use for them right now but I see that I might need them in Project 4 so I am going to leave them for right now. I also have a resetDisplay() in my Maze.h that I have not used. I will need this for project 4 for then the player dies to reset everything so I will leave it for now. The only bug I think I have in my code is that on the last Maze, GacMan can eat the white & blue monster at the bottom right. I know later that will be changed. It is not doing anything to his score but I know it is changing that part in the array so when I do get monsters, I will have to deal with that. I also did not deal with if score gets to 10,000 that I have to increase the lives. I know that I would probably deal with that in score but I need to figure out how to stop it from repeating after it increases lives once.

The only thing that was ambiguous to me was what was said when you beat each level. I am terrible at Pacman and I could never beat the solution levels because I always died so I did not know exactly what to print when you beat a level. Because of this, I just printed what I thought would be sufficient. I also wasn’t sure if it was supposed to be exact replica of the solution. In the spec it said something about being “exact” but I wasn’t sure if I could change the location where I output my score and messages and stuff.