

Design Report

By the end of the project, I have created several less objects than I have anticipated from my diagrams, however, I may choose to further improve this project later in the future. My project is an extension to Planetary Rover, and it includes extra features and has different implementations in comparison to Planetary Rover.

One of the few main functions of the procedures are the Init methods for Rocks, Battery, Mystery Rocks etc. and also check content, extracting the mystery rock in the player class. There are plenty more main functions that are equally as important as one another, but the above few might be slightly more important/complicated than the rest of the functions.

The initialisation methods, as it states, serves to initialise all the objects on the screen (not at the same time) by placing the item into an array, and another function will eventually draw all the items in the array onto the screen.

Mystery Rock is a brand new aspect of the code I've adapted and it allows another item to be randomly generated underneath the rock that may or may not create difficulty for the player to solve the game.