

FIT2099 Assignment 3

Recommendations for the game engine

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Introduction

Firstly, it is worth to note that we believe that the game engine is well designed, robust, and jam packed with features which we tried to make the most of throughout the assignment. However, like anything, it can be improved. In this short report we'll recommend some changes that we think would help the game engine become even more robust and useful. Moreover, we'll try our best to justify our recommendations in order for them to make sense for anyone reading this document.

First recommendation

Adding a quit option within the engine

Justification: When using the engine, we were asked to not tamper with it at all. The game didn't have a quit option and although we could've added a quit option ourselves outside the game engine. I believe it would be better if it was already built-in the engine.

Second recommendation

Add a method that calculates the distance between one location and another.

Justification: Although it is implemented in the FollowBehaviour class, I believe it would have been better if it was in the Location class because it would decrease repetition and follow the DRY principle.