

INFO-0004: Object-Oriented Programming Projects

Project 3: Drunk Run 2.5D - Report

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1 Architecture

Add the diagram (UML) of classes and explain the purpose/responsibility of each.

2 Design

How we solved non-obvious specific problems (generation of obstacles, drawing of side faces, etc). Justification behind your implementation choices.

3 Feedback about the assignment

Time spent by student + main difficulties.