COMP2511 23T1 / Assignment II: Dungeonmania

Assignment II Pair Blog Template

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最近更新日期： 3月 15, 2023 • 58 人已查看

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Task 1) Code Analysis and Refactoring (45 marks) 🛠️

a) From DRY to Design Patterns (5 marks)

ℹ️ Links to your merge requests

> i. Look inside `src/main/java/dungeonmania/entities/enemies`. Where can you notice an instance of repeated code? Note down the particular offending lines/methods/fields.

<Answer>

> ii. What Design Pattern could be used to improve the quality of the code and avoid repetition?

Justify your choice by relating the scenario to the key characteristics of your chosen Design Pattern.

<Answer>

iii. Using your chosen Design Pattern, refactor the code to remove the repetition.

<Breifly explain what you did>

b) Observer Pattern (5 marks)

ℹ Links to your merge requests

Identify **one place** where the **Observer Pattern** is present in the codebase, and outline how the implementation relates to the **key characteristics** of the Observer Pattern.

<Answer>

c) Inheritance Design (5 marks)

ℹ Links to your merge requests

i. Name the code smell present in the above code. Identify all subclasses of `Entity` which have similar code smells that point towards the same root cause.

<Answer>

ii. Redesign the inheritance structure to solve the problem, in doing so remove the smells.

<Breifly explain what you did>

d) More Code Smells (5 marks)

ℹ Links to your merge requests

i. What design smell is present in the above description?

<Answer>

ii. Refactor the code to resolve the smell and underlying problem causing it.

<Breifly explain what you did>

e) Open-Closed Goals (5 marks)

ℹ Links to your merge requests

> i. Do you think the design is of good quality here? Do you think it complies with the open-closed principle? Do you think the design should be changed?

<Answer>

> ii. If you think the design is sufficient as it is, justify your decision. If you think the answer is no, pick a suitable Design Pattern that would improve the quality of the code and refactor the code accordingly.

<Breifly explain what you did>

f) Open Refactoring (20 marks)

ℹ Merge request 1

<Breifly explain what you did>

ℹ Merge request 2

<Breifly explain what you did>

⚠ Add all other changes you made in the same format

Task 2) Evolution of Requirements (50 marks) 👽

a) Microevolution - Enemy Goal (10 marks)

ℹ Links to your merge requests

Assumptions

<Any assumptions made>

Design

<Design>

Test list

<Test List>

Other notes

<Any other notes>

Choice 1 (Insert choice)

ℹ️   Links to your merge requests

Assumptions

<Any assumptions made>

Design

<Design>

Changes after review

<Design review/ Changes made>

Test list

<Test List>

Other notes

<Any other notes>

Choice 2 (Insert choice)

ℹ️   Links to your merge requests

Assumptions

<Any assumptions made>

Design

<Design>

Changes after review

<Design review/ Changes made>

Test list

<Test List>

Other notes

<Any other notes>

Choice 3 (Insert choice) (If you have a 3rd member)

ℹ️ Links to your merge requests

Assumptions

<Any assumptions made>

Design

<Design>

Changes after review

<Design review/ Changes made>

Test list

<Test List>

Other notes

<Any other notes>

⚠️ If you did more tasks add them here too

Task 3) Investigation Task ⁉️ (5 marks core + 5 marks bonus)

ℹ️ Merge request 1

<Breifly explain what you did>

ℹ️ Merge request 2

\<Breifly explain what you did\>

⚠️ Add all other changes you made in the same format

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