

Paul Kwak  
Software Design  
9/17/18  
HW3

What did you like about it (the design)?

- I liked the fact that it was really easy to have classes be almost dependent on other classes but through an observer/observable model. Since update takes care of all the event handling in other classes, I just need to call observers on those things.

If you needed to extend the design to support the new functionality (under stretch) how would/did you do it?

- An easy extension would be implementing new pictures for the oceans and islands. I would just use image files instead of colors.
- If there needed to be a button that resets the game, I think I would need to implement random placement for the player ship. I think I implemented that randomness for the rest of the objects though every time a new game is launched.