Elijah Hager

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I think the design for my Christopher Columbus game came out nice. I made it in a way that allowed me to easily do some of the stretch functionalities, such as the ocean and island sprites. I also think it would be easy to add a reset button, but I chose not to because I didn’t have enough experience with buttons in JavaFX yet and had some errors in formatting. It is easy to follow when OceanExplorer creates an instance of a Ship object or Pirate object and follow each of their steps and logic through the game. I would have liked to fix a few things with the pirate ships such as never let them overlap or when they catch Columbus to end the game and I tried but ran into some problems, so I left it how it was when it works. I do think there are some little bugs like this that can be improved on.