Assessment Task 1 – Design Game Optimisations Design Doc

//HEY SAM FIX THIS UP SO ITS ACTUALLLY READIABLE YOU BIG DUMB IDIOT

I will be adding an object pool to the project to help with sorting we will be doing this with a sorted array for the critters to improve iterating over them

Why did I choose this? Well one it seemed relatively easy and inside the project there was a comment about using an object pool so, but for the technical benefits of an object pool it will help with memory fragmentation and hopefully eliminate the need for allocating and deallocating objects at run time   
  
since we will always have a max of 50 critters there is no need to deallocate the critters when can just make a sorted array object pool for the 50 critters … SO we can just allocate memory for the 50 critters on load and then reuse that memory because we will always be using it so there’s no point in getting rid of it

How are we going to do this? Idk it seems like I will need to keep count of the last active item in the sorted array that way I know the first inactive item in the list and the last active item in the less   
  
When I want to activate an item, I just activate the first inactive object then increase the counter but with deactivating I just swap it with the last active item in the array and deactivate the item

I’ll also be cleaning up the code so its more readable by making a game class