

# [DesignLab] Component-Oriented Design and Architecture

March 16, 2022

**Objectives:** Assignment [DesignLab] will elaborate on the design and architecture of the component-oriented Asteroids game. The overall objective is to make the Asteroids game component-based and to demonstrate reduced coupling that makes the game less resistive to changes.

**Classwork:**

- Perform a dependency analysis (see the textbook example) on The Monolithic Asteroids Game [IntroLab] and the The Asteroids Game [JavaLab].
- Reflect on what influence Component-oriented Design has on large systems.