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Name	Gabriel Roy	Team	SuperNova Nerds	TL !	5 Date	15 April 25	Time	1315
Fill in the	e underlined areas (and t	he boxes	s above), now but do	n't wr	ite on the	remainder	of this	form.
Contribution: Briefly describe what your feature(s) is/are: My feature is making enemies for the game (aside from the boss room). I am responsible for ensuring that they are engaging and provide XP to the player when killed. I am also responsible for the spawning of said enemies. As mentioned I am not							/10	
respons	sible for the enemies in t	the boss	room, only the ene	mies fo	or the res	t of the		
	e through your Gantt cha d take? What did you lear		-			u estimate		
through	ur game and point out plant out plant out plant out plant on asking you this question ting things to talk about on the plant of the pla	and the	e next one until you	either	run out o	f		
1	ne C++/C# code that was enters your section of co		lk me through the m	ethod	s called fr	om the		
in your	e through your test plan. code by things a teamma ally because you wanted	ate adde	d later. (Or explain w	hy you	u chose a	test case		/4
My test case for testing no players for skeleton, this helped me discover that I had no error handling for when there are no present. After I addedI have 3 enemy types and I have 10 tests for each of them.						/3		
(I will p where y question	Prefab you have created to oint to several places in you trying to answer here on? What other questions Name: Skeleton	our code? Who	e documentation and do you anticipate wo	d ask) uld be	What que asking th	stion		,3

Show me a class in your code where there could be either static or dynamic binding. Write some mock code on this paper showing how you would set the static type and dynamic type of a variable. Super Class: SkeletonScriptDataBC Sub Class: SkeletonScriptData Virtual Function: setHealth(float damage) Choose a dynamically bound method. What method gets called now? Change the dynamic type. What method gets called now?	/3
Pick a statically bound method. Which one would be called in each of the two previous cases? Show me an example of reuse in your code where you violate copyright law. How does it violate copyright? I sampled sounds directly from Minecraft for the skeleton. Minecraft could argue that the usage of their skeleton for InBetween's skeleton is not transformative and therefore falls under copyright infringement.	/4
What did you have to do to integrate it with the code you wrote? What are the legal implications if you market your code with the re-used portion? Use fair use to argue that you can use this anyway.	
	/4
4. One big or two small, well-chosen patterns. Small Patterns = {Singleton, Private Class Data} Which patterns did you choose?	
1. Strategy	
Why did you choose each pattern? (Justify your use of it).	
Draw the class diagram for your pattern(s).	

Would something else have worked as well or better than this pattern? When would be					
a bad time to use this pattern?					