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Midway Deliverable

As of today, I have modified the Columbus game to having a pre-defined map that scrolls to the edges, following the player, as well as adding in the framework for entities, which are an interface for objects in the game. Currently, there are keys and doors of various colors. You can pick up the keys, and go through the doors only when you have a key of the proper color.



The keys and the doors are observers of the player, only activating when the player touches them. I plan on also including buttons that implement the strategy pattern, either opening or closing a door when touched, applying the appropriate strategy, and modifying the keys and doors to utilize the decorator pattern for their color. I also want to implement ice that slides chip to the other end when he tries to move. Obviously, I also want to replace the Columbus ship image with a chip sprite, as well as renaming portions of the code from Columbus theme to chip theme.