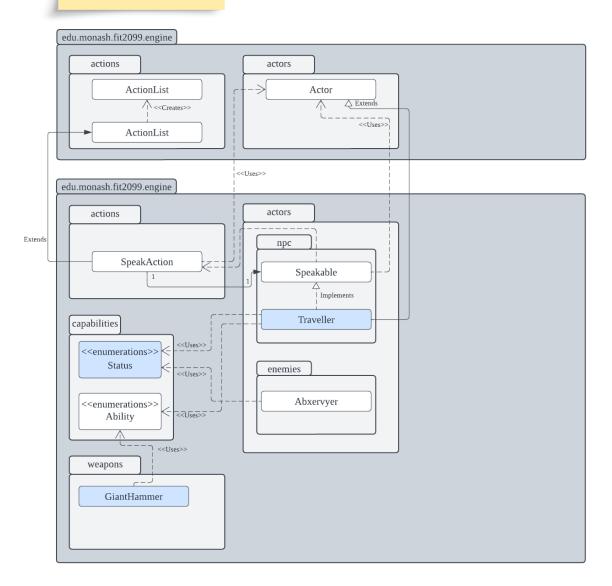
FIT 2099 Design Rationale

Requirement 4

White - Existing class Blue - Revised class Yellow - New class



Using the Speakable interface and SpeakAction from previous requirement to prevent inheritance, the Traveller class has an array list to store monologues which will be chosen at random every time the speak method is called. Some monologues are added to the list if certain condition is met. If the player has Giant Hammer, the monologue "Ooh, that's a fascinating weapon you got there. I will pay a good price for it. You wouldn't get this price from any other guy." will be added to the list and chosen instead of the other monologues. A new ability is created to satisfy this requirement. If the player does not have a specific status, a new monologue is also added to the list. There is also an

instance where more than one condition has to be met in order to add the new monologue into the list.

Pros:

- Similar to the previous requirement, the speaking functionality can be integrated into new NPCs without many changes.
- The design allows for monologues to be added or removed with ease.
- The design allows for changes to be made without changing a lot of things.

Cons:

- The design requires high complexity even for basic task.

Future extension support:

- Allow for more NPCs to be created with different specific conditions to activate some monologues.