GAME 203 Assignment 2 brief

The task I was assigned was to Build an action system that can do and undo actions made by either the player or the computer for use in a turn based game. The action class itself should be virtual, and your action system shouldn’t care about specifics. Code up a test suit to prove that

your solution works.

I made an action interface class which has do, undo and render method. Then each of my actions Inherit from it and implement their own do, undo and render methods. I have an action factory class that has a load method that takes an integer as parameters and returns the action to the corresponding integer. Then, I made an action manager class which just builds my action and returns it. Then in my assignment class, I check for the keypress then get the action. I push the action to the stack then if the player clicks the undo button, I call the undo method of the first action in my stack then I pop it.