

15-214 Homework 4
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DISCUSSION

My design has changed a lot since the first checkpoint. Initially the concept of the GRASP principle was not very clear to me and I was not sure how stuff came together in a GUI. So in my first design the player was functioning as a controller and an information expert. While the GameEngine was doing the same. While implementing 4B I had learned some lesson from the feedback I had recieved on 4A so then I changed the Player class to just an information expert that does not implement any game logic this made the Scorer class in my initial design redundant so that went away. My notion of a controller was also not very clear as I was doing 4A. I envisioned the GameEngine to act as a bridge between all the classes and would work as a wrapper for the functionalities offered by the classes and each class would use it to communicate with the others. Now it adheres to the definition of a controller as defined in the GRASP principle. The GameEngine became the sole controller in the design that co-ordinated the functionalities of the other classes by becoming the point of entry for the GUI.