Aidan Lewis

Software Engineering

Homework 4

Reflection

What I liked about my design was the observer/observable functionality, since it allowed the pirate ships (which were chasing Columbus) to very easily react to any move by Columbus, since anytime Columbus moved, its observers (all the pirate ships) would be notified. Another thing I liked about my design was using the OceanMap as a singleton. Functionality in OceanMap was necessary to both my Ship and PirateShip classes, as well as the main OceanExplorer. Since all of these classes would be sharing the same instance of this OceanMap class, it made sense to implement it as a singleton class. This saved me the trouble of passing the OceanMap instance in and out of each classes methods. If I needed to extend the design to support the new, stretch functionality, I would start by implementing a reset method in the main OceanExplorer class. This method would essentially clear the pirate ships list, and the ship variable. I would also consolidate the necessary functionality for setting up the board into a function that could be called not only when the game starts up, but also after the reset button is pressed. To support actual island/ocean pictures, I would simply download relevant photos, and load these images into each rectangle on the grid.