

# Homework Part 2

## Object Oriented Programming

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The second part of OOP homework tasked us with implementing several design patterns into our existing game, along with a Graphic User Interface using Java Swing.

Time allocated: I managed to complete this assignment in just 2 days, during which time this was my main focus. I would say that, due to also being on vacation when I did this homework, time wasn't much of a concern.

Difficulty grade : I would argue that this part was easier than the first. The only part that proved to be a challenge was correctly implementing the visitor pattern, which I am not sure I have managed to do. Other problems arose with general sizing concerns withing the graphics elements, especially those including photos. These were however generally easy to solve.

The main issue I couldn't solve was the fact that, upon your character dying, I wanted to have the option to chose a new character and start again. To achieve this, I added a button in the end screen to do

this exact thing. However, when pressed, the character selection screen would not properly be generated. The only solution I found was to have it pop up at the same time as the end screen, despite it being quite a janky solution.

Overall, I really enjoyed both parts of this homework and this latter one in particular.