

DESIGN RATIONALE REQ 1

With this new Requirement we have implemented a few new classes and features to accommodate for this requirement, firstly all the classes added are as following ForestKeeper, RedWolf, Bushes, EmptyHut and Following Behaviour. The following behaviour is implemented so that it follows Open closed principles as you can extend it for and apply to any actor, it also follows the Single Responsibility Principle as it only has one responsibility which is to follow the target. Next the ForestKeeper and RedWolf that spawn out of EmptyHut and Bushes respectively are implemented in if exactly the same way as in assignment 1 with WanderingUndead and Graveyard, except the new monsters have the following behaviour attribute. By following from assignment 1's design theory for the spawner we can maintain the SRP for the spawner to promote good modularity and maintainability. We still follow OOP design such as our new spawners still extends from ground and our new monsters extend actors.