Design Diary

This assignment was much different than last assignment. While Unity was still troublesome, I was able to complete the full assignment this time. I’m very displeased with my coding conventions, and structure so far into this class. My design I initially wanted to have all the buttons perform function calls from the GameManager to the Deck script. However, I couldn’t bridge the gap between the two different scripts. While my program still performed the required task, and I gained experience using Linked List it didn’t feel natural at the end of my program. My next design steps for Unity is produce a more organized program using higher level coding methods. I’ll do this by trying to separate the operations and Unity to the extreme, and make interaction between code, and Unity Game Objects minimal. Another aspect about this project I enjoyed was the learning of inheritance, and how that influenced Unity. One aspect of my coding that is extremely poor is my visibility modifiers. I tend to want to make all data types/structures public. This is something that isn’t good practice, and a habit I need to overcome. I felt like this assignment could’ve been a great building block towards the blackjack game I submitted two weeks ago.