TITLE PAGE

Class Structure

I chose to use the singleton design pattern for various parts of the game. This allows me the ability to…

WHAT ABOUT ABC FOR SINGLETON? Find out more and see what I should do. Probably unnecessarily complex.

InputController

Allows debounce by trapping the state of the player’s fire key every frame, to ensure that they aren’t able to fire repeatedly by holding down the button.

IRenderable

An interface designed to make rendering simpler, IRenderable is derived for all objects in the game which are drawn.

Player

Contains the information that pertains specifically to the player object i.e. health.