1. A discussion on how your design for assignment 1 helped or hindered your extensions made in this assignment

Change:

Consecutive instances of platform -> one instance of platform with width of levelWidth,

Because of performance issues.

Kept:

Level is still responsible for how the ballboy move.

GameEngine still handle all the entity interaction and instruct the entity in the currentLevel to progress.

1. Rationalise changes you have made to your assignment 1 design
2. A discussion on each design pattern you have used including
3. Where you used it (be explicit as to what classes are involved and in what roles)
4. What this pattern does for your code in terms of SOLID/GRASP principles
5. What overall benefits this pattern provides (be specific to your code, not the pattern in general)
6. What drawbacks this pattern causes (be specific to your code, not the pattern in general)

A picture containing text, sky

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