

# OOAD Project 6

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April 19, 2023

# 1 Status Summary

**Work Done** So far, the object counter, clicking functionality, game loop, object makers, and some of the progression system is done. There is an internal level counter that controls when certain elements are unlocked, and there a few object makers (Developers and ObjectFactories). Yet to be done still is adding the decorators and creating the rest of the strategies, but the functionality to get the base game running is complete.

**Changes/Issues** There were no changes to the initial design approach. Some issues were encountered making Svelte work with OOP-style programming but I found solutions relatively quickly, although if the game were to scale it could cause performance issues.

**Patterns** I used the Factory Pattern to create Maker subtypes efficiently, the singleton pattern for the Page class so it can be referenced in many places, and the Strategy pattern for the makers so that their behavior can be changed dynamically.

# 2 Class Diagram

The class diagram is the same as Project 5, except the strategies and decorators are incomplete.

