



Design Rationale for REQ3

Koopa and Goomba both extend from actor class to gain access to Location and GameMap. This way, we can easily compare whether the hostile enemies (Koopa and Goomba) are within range to attack player and therefor, call the correct behaviour methods. Without having an association between Location and GameMap; Koopa, Goomba and Player would not be able to effectively see one another and it would be difficult to check to see if they can interact with one another.

Compared to our last UML diagram, we neglected to show the interaction between the Location and GameMap for the Player, Koopa and Goomba and therefor in our implementation, we reflected this.