

Game Development Practical Task 2

Before Object Pooling

<u>Time</u>	<u>Frames Per Second At Each Time</u>		
1 Second	375	315	300
10 Seconds	412	401	456
20 Seconds	433	465	413

After Object Pooling {Limiting the pool to a 100 object for testing}

<u>Time</u>	<u>Frames Per Second At Each Time</u>		
1 Second	106	115	131
10 Seconds	115	127	116
20 Seconds	115	100	111

Observation:

The object pool design pattern was not justified for this task. The game was quicker before this design pattern was used.

The conditions to make this design pattern worth using would be:

- If a significant amount of more game objects being instantiated and destroyed
- If Instantiating the new instance uses a lot more processing power
- If multiple players/characters can use the same pooled object like bullets for example.