



1. What does the player do in the game that changes the behavior being used by a class (with the strategy design pattern) while the game is running?

When the player hits a mole, the mole will drop and then reassign a brand new behavior.

2. What changes in the game when the behavior of the client class changes?

The various moles raise at different speeds and stay up for different times.

3. What were the benefits of using the Strategy Pattern to make your mini-game?

Moles were very easy to reproduce, and I could easily create a bunch of slightly different moles in no time at all.

4. Did you find any drawbacks to using the Strategy Pattern? If so, what were they?

The strategy pattern was a bit strange to implement in Unity. It was a bit awkward to not use the prefab system and instead rely on the strategy pattern.

5. What is the player's goal in your mini-game and what makes it challenging?

The player's goal is to get the highest score possible. It is a pure test of skill.

6. How does the game communicate its goal(s)?

There is text on the screen that instructs the player.

7. How does the game give players feedback about how well they are doing?

The different types of moles are different colors. Each mole color corresponds to a point value. Additionally, the player can see their score at the top of the screen.