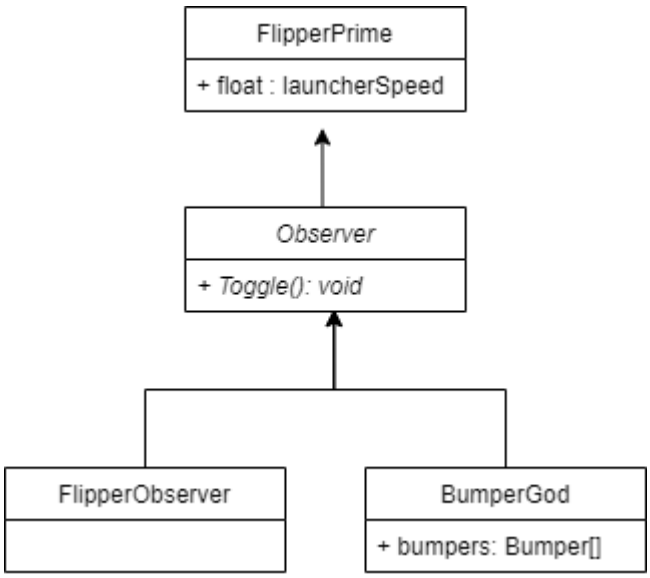

1. What does the player do in the game that sends data from your Subject class to all of your Observer classes? (with the observer design pattern) while the game is running?

The player triggers the left and right flippers.

2. What data does the Subject send to the Observers, and what do the Observers do with that data?

The subjects sends out a call to perform the Toggle for the Observer class.

3. When and how are Observers registered, subscribed, or added? (It is okay if this is done on Start or Awake, but Observers could be registered or subscribed while the game is running.)

Observers are added in the inspector and can be added, removed, and toggled during runtime.

4. What were the benefits of using the Observer Pattern to make your mini-game?

I could easily send flipper signals all throughout the pinball board without manually checking input on every single object.

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

Yes. With such a small game, I do not see the benefits of implementing the pattern instead of just manually getting input. Especially since every object that needs the inputs already has a script attached to it.

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

The goal is to light up all three bumpers. It's hard because it's pinball and pinball is hard.

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

The text on screen tells you to light up the bumpers.

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

The bumpers light up as the player makes progress.