



Deliverable 3: Include each of the following reflection questions and your answers to them in your single document you will submit on Sakai.

1. What does the player do in the game that creates an object of a type that can be decorated?

The player presses the 1 key.

2. What does the player do that adds a decorator to that object (with the decorator design pattern) while the game is running?

The player uses the buttons on the right side of the screen.

3. What does the decorator do to change the object it decorates? For example, the Starbuzz Coffee condiments added to the beverage price, and adding a profession added to the character's damage.

The decorators change the sword's damage.

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

I could quickly modify the stats of my sword without having to directly access its variables.

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

I thought the Decorator Pattern took a little bit of time to set up, but was very efficient afterwards.

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

The goal is to get the player's sword to a target damage number. It's difficult because the player only has a description of the sword and a list of numbers that correspond with each adjective.

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

The game tells the player how to beat the game before the game begins. While playing, the target number is clearly visible throughout the play experience.

8. How can the player fail at the game and how does the game detect it?

The player fails if they run out of time before meeting their target number. The game checks the timer throughout the game and shuts the player out if it reaches zero.

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

The game updates the description as the player adds new enchantments to it.