**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 specific type?

The player chooses one of two randomly generated pitches to try to hit.

1. What determines which object is created (with the Simple Factory design pattern) while the game is running? Does the player choose the object or does the game choose the object based on something the player does? In other words, what sets the condition that is checked by the factory?

The game has a bank of four different choices for the player to pick from. It randomly selects two of them and then offers them to the player. By hitting the left or right keys when presented with these choices, the player picks one of these to try and hit.

1. What were the benefits of using the Simple Factory Pattern to make your mini-game?

It allowed for one object to control the creation of a great deal of pitches without needing to go into the code to modify it each time I wanted to add a new pitch.

1. Did you find any drawbacks to using the Simple Factory Pattern? If so, what were they?

Unity doesn’t like abstract classes, and so I had to use a weird workaround in order to effectively implement it.

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

The player’s goal is to hit five pitches before missing three. It’s a challenge of reaction and spatial awareness.

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

In the top left, the player can clearly see their current stats. The instructions also tell the player their goal.

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

The player fails by striking out, or missing three pitches. The game checks if the ball has been hit when it leaves the batter’s box.

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

The game shows the ball fly off into the air, and it gives them a statistic based on how many pitches they have hit so far and how many strikes they have.