CIS/IM 452/552 – Assignment #6 – **Due Friday** **2/28 before 11:55pm**

****

**Step 3 – Answer Reflection Questions:**

**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 determines which Creator class is used to create objects?

The player uses the QWER keys to queue up various spells. The TAB key allows them to switch between factory types, which allow them to switch between offensive/healing magic.

1. What determines which Product object the Creator class creates (with the Factory Method 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 method?

The QWER keys are each set to a different element, and the TAB key will switch between offense and healing magic. The player chooses which magic to create based on the afflictions of the person.

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

I could very easily mass produce spells and keep them organized.

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

I felt like the method was a little bit more complex that I liked. It goes against “Keep it Simple.”

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

The player’s goal is to cure 5 villages or defeat 5 mimics.

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

The goal is clearly stated to the player at the beginning of the game and can be viewed at any time in the center of the screen.

1. 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 hitting the goal number of 5 persons/mimics.

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

The player has a moment to relax between each encounter.