Post Task 1 Changelog

- Used the find/replace tool to change all instances of EntityDog to EntityDawg
    - Save As to change the filename to EntityDawg.java
- Updated EntityGhost and EntityDog text when attack Ethereal Entity to be less wordy
- Created EntityCat by Copying EntityDog
    - Changed constructor value for mode to "slinking"
    - Changed attack text from "…biting…" to "…clawing…"
- Created EntityAlien by Copying EntityGhost
    - Removed attack constraint against EtherealEntity
    - Changed constructor value for mode to "teleporting"
    - Changed attack text from "…supernatural…" to "…raygun…"

Analysis

1. Renaming EntityDawg did not change the solution
2. EntityCat works seamlessly with the developed solution
3. EntityAlien works seamlessly with the developed solution
    a. It only needed to have its constraint against attacking EtherealEntity removed
4. It should take only minutes to add more entities like EntityCat to the solution and likely would only take minutes to add dissimilar entities like EntityAlien to the solution
5. I am very confident the all Entity sub classes are follow their defined behaviors and limitations
6. I am very confident that someone else could follow the given code and modify it
7. 0% of constraints are handled at compile time.
8. Aside from the constraints producing messages at runtime, I would think that the code would do well under professional scrutiny.
9. If I started again, I would throw checked exceptions and make the error text less wordy.
10. I had Chris Peters for both CS 210 and CS 211