During this Project, I have learned how to design and make a game. Before designing any project, we would better to make an UML notation or any similar plan graph. It will save a lot of time and do not need to restart al project when add something new. And this project 2B is based on the sample 1 solution since I think my UML is not good and perfect enough to start this a “huge” project. It will save time by using perfecter UML notation.

When doing this project, I have met a lot of difficulties. The first one is how to pass the variable or method or object from one class to another class. To solve this problem, I need to use getter and setter or call one public method in another class where it would be needed.

The second difficulty is to design a perfecter UML.’ A good UML can help me save much time and get a clear logical way to complete the project. The third one is how to save maps and can load last map. Before solving this problem, I need to think about how this map look like and what kind of type should I store. I used the stack to deal with this problem. Stack is a powerful and useful data structure to save an array list of objects.

If I will do another similar project, I would spend more time to deal with UML and predict what kind of difficulties would happen.