COMP-2005 Group 5 Project

How the design accounts for possible future networking

We never planned very far ahead for potential future networking of our design of
Ricochet Robots. However in our design we prioritized low coupling and high
cohesion. In accomplishing this, our code is made to be able to be edited without
causing the writing code too much trouble. Many classes work independently of
each other so when one needs to be edited or rewritten, it will cause little change to
other classes. So, if our design must be ported to other devices such as mobile
devices, the game itself should not have to change very much, and if it does, it will
be fairly approachable due to its nature of low coupling and high cohesion.