Assignment 3

1. Replaced switch case statements in the onCollide() method of CollisionChecker with polymorphism in the Collectable class. Instead of collectable behaviour being defined inside the onCollide() method of checkCollision, it is now defined in an onCollect() method that is unique to each subclass of Collectable.

Commit:

    a. 0d58d44eda4f00f5289e9a44866a068b0abb949c

    b. 67cfaf78ee4cace2e68721f67680a73aa925d2ca

    - merge request !25

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2. Moved duplicated code in Player and Enemy classes into Unit parent class. Both Enemy and Player reused code in order to update their animations. In their update methods, they had to keep track of how many times they've been updated. We used this information to periodically alternate their sprites, giving them a walking animation. I moved this code to a new function called countAnimations() in the Unit class. Both Enemy and Player also changed sprites depending on what direction they are facing in their render() methods. I moved this to the getSprite() method in the Unit class.

Commit:

    a. #50761942f9e095763d2b386f1543456e5bb9404c

    - merge request !31

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3. Changed confusing variable names in Unit that contained the word "player" such as "playerFacing" and "playerCollision" with the word "unit".

Commit:

    a. #50761942f9e095763d2b386f1543456e5bb9404c

    - merge request !31

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4. Replaced all hard coded uses of the strings "up" "down" "left" "right" in Enemy, Player, and CollisionChecker classes with an enum

Commit:

    a. 2c23aad78a49a6dcbf1a1fab0da6e842145bb61c

    - merge request !31

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5. Changed confusing comments in Enemy class that wrongly referred to player instead of enemy

Commit:

1. #50761942f9e095763d2b386f1543456e5bb9404c
- merge request !31

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6. In the checkCollision class, replaced switch statement with enhanced switch statement in tileCheck() method to help simplify it. In the checkCollision class, refactored isCollidiableTile() method for better readability and simplification.

Commit:

a. #0b28cc3204c971e1fdc257ac0cb387110abcdfc8

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7. Added javadoc comments to keyListen and checkCollision to describe classes. Refactored enemyCheck() method in the checkCollision class by getting rid of an if statement to make it shorter and help simplify it.

Commit:

a. #59a032e13b5c3d79f94d375e9488359e99277e51
b. #3755b5edf09c973f3485374b14ef0ef82ca7d55f
c. #0f880c93cb5fb8b353c6359ffd99224485af9586

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8. Refactored update() method in player class to simplify it. In Unit class, refactored the getSprite() method by replacing the switch statement with an enhanced switch statement to help simplify it.

Commit:

a. #8f84e955aad2d531089f0cb56fc7fb4bd4744333