GRASP/SOLID Principles

1. Shammo Biswas

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In this example, **Polymorphism** was used as an implementation of a GRASP principle. For our code, the boss entity served identically to the enemy entity with a few minor tweaks, such as a stationary large healthbar. In our eyes, this didn’t warrant a fundamentally different class to be created, so the Boss class was just implemented as a child of the Enemy class. This allowed us to reuse a lot of our code, such as enemy tracking and pathing while still differentiating the boss as its own entity.