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Chips Challenge Homework 6\_7 writeup

Final design and the project in general came through quite well. Was able to implement and use design patters to simplify and understand the problem from a higher level. Used the MVC pattern to split up the chips model which had the data, the chips view which had the view which updated based on changes to the model called on to by the controller. I used the observer pattern in order to communicate between the view and the model so that any changes updated the images of chip, that is when moving up and down different images would be used. There was only a single instance of the chips controller that allowed the user to interact with the game and thus singleton pattern was implemented here. If I were to start from scratch and work on this again then I would have to spend a little more time on planning as this is a large-scale code compared to previous projects and also tried to understand Javafx a bit more by experimenting with simpler things. (I tried to implement sound which worked in the end and was exciting but took a lot of time because I didn’t fully understand how Javafx did it.)