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CSC 305
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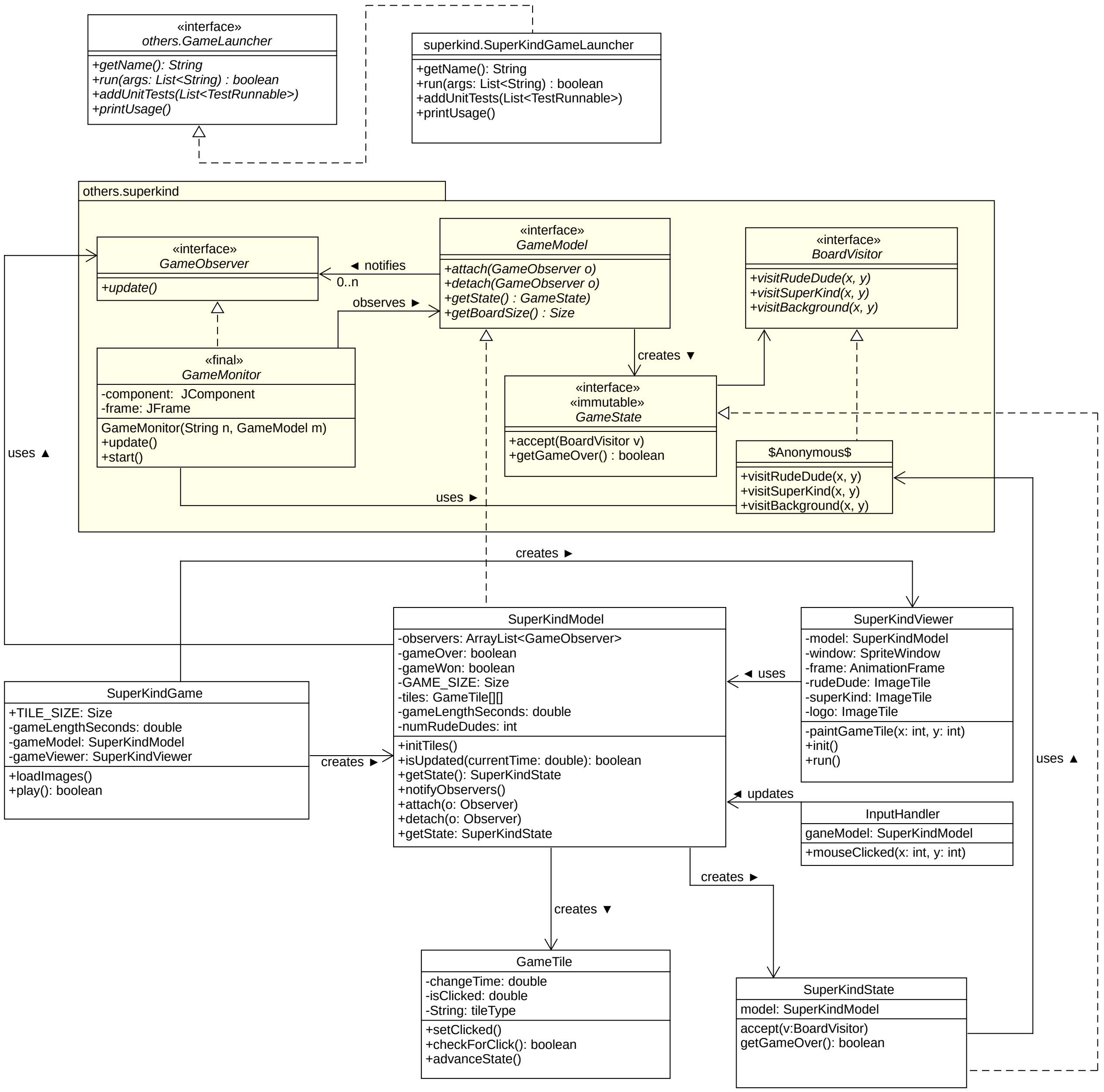
Super-kind Tile Game Design Document



For this assignment, I did my best at implementing the Model View Controller concepts into the Super Kind game. To do this, I created a model class that handles the game tiles and tile changes as well as any observer methods as specified by the design contract given. The viewer class is now the only class that stores the images. This is one of the biggest changes I made from my original implementation of the game. The viewer class will draw images based on what image the TileObject says it is (as specified my a string method member). My GameTile objects have been stripped down as to not add to much un-needed functionality to the model.

Ideally I believe the model should notify the viewer of all changes. But due to the fact that the viewer has to wait and look for RudeDudes at their given time to appear, this had to be implemented a little differently. The viewer instead asks the model if it's time for a rude dude to appear, and It responds accordingly. Another large change from my first attempt at coding the game was the use of the 2D gameTile array. The array is no longer passed to many other classes. It is only self contained inside the Model. The controller (InputHandler) will instead ask the model to make changes to the array instead of changing it itself.

It was important to me that the given design contract was maintained. I worked hard to ensure that the model was built around keeping the functionality of the methods defined by the interface. I didn't want to more to it than necessary in order to maintain the single responsibility principle. I believe my changes to the GameTile class also better reflect the single responsibility design principle. These design ideas really guided most of the changes to my code.