CIS 452 01 – Assignment 2 Reflection

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Before I answer the questions, I would like to explain this game. I started with a tutorial from Unity’s asset store (<https://assetstore.unity.com/packages/templates/fps-microgame-156015>). My goal was to add an elemental behavior that would increase damage to enemies with the opposite type of weapon. The game was supposed to be a wave based arena that took advantage of this element mechanic. This clearly was too ambitious since I was unable to make my game compile. However, I did learn to choose a simpler project for the future. Please load MainScene or IntroMenu and click Play.

1. What does the player do in the game that changes the behavior being used by a class (with the strategy design pattern) while the game is running

* Press either 1, 2, or 3 to select an Elemental Behavior.

1. What changes in the game when the behavior of the client class changes?

* Damage multiplier to enemies with opposite elements.

1. What were the benefits of using the Strategy Pattern to make your mini-game?

* Switching prefabs during runtime

1. Did you find any drawbacks to using the Strategy Pattern? If so, what were they?

* Strategy Pattern was a completely new way of coding for me. I found that it can be very powerful if used correctly.

1. What is the player’s goal in your mini-game and what makes it challenging?

* Reach the highest wave possible.

1. How does the game communicate its goal(s)?

* End Screen with a congratulations.

1. How does the game give players feedback about how well they are doing?

* End of wave screen.