CIS 452 01 – Assignment 3 Reflection

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Starting Scene: Menu

GitHub Link: <https://github.com/jburi/CIS_452_Assignment_3v2>

Simmer.io Link: <https://simmer.io/@jburi/slip-and-fall>

1. What does the player do in the game that sends data from your Subject class to all of your Observer classes? (with the observer design pattern) while the game is running?
   * If the player collides with an IceBlock, the IceBlock observer starts to break.
   * If they fall and collide with the floor, the Respawn observer respawns the player.
2. What data does the Subject send to the Observers, and what do the Observers do with that data?
   * The subject sends whether or not an IceBlock should be breaking.
   * The subject is also notified how many lives and platforms are left.
3. When and how are Observers registered, subscribed, or added? (It is okay if this is done on Start or Awake, but Observers could be registered or subscribed while the game is running.)
   * This is done on Start.
4. What were the benefits of using the Observer Pattern to make your mini-game?
   * I found it as a useful way to pass data to or between objects.
5. Did you find any drawbacks to using the Observer Pattern? If so, what were they?
   * I found it difficult to come up with a use for this pattern since it is rare when the player needs to interact with more than one object.
6. What is the player’s goal in your mini-game and what makes it challenging?
   * To reach the red platform using all of the floating ice platforms without falling.
   * The ice physics, small platforms, destruction of the platforms, and total lives make this challenging.
7. How does the game communicate its goal(s)?
   * In a scene before you start the game.
8. How does the game give players feedback about how well they are doing?
   * The remaining number of lives and platforms is constantly updated and displayed.

**UML Diagram**

