CIS 452 01 – Assignment 4 Reflection

Jake Buri

Starting Scene: Main Menu

GitHub Link: https://github.com/jburi/CIS\_452\_Assignment\_4

1. What does the player do in the game that creates an object of a type that can be decorated?
   * Click play to start decorating the player.
2. What does the player do that adds a decorator to that object (with the decorator design pattern) while the game is running?
   * Pick-ups change attributes for the player.
3. What does the decorator do to change the object it decorates? For example, the Starbuzz Coffee condiments added to the beverage price, and adding a profession added to the character’s damage.
   * Either adds movement speed or reduces time to reach the goal.
4. What were the benefits of using the Decorator Pattern to make your mini-game?
   * Decorations use hierarchy to define exactly what each script effects. The use of abstract and virtual methods helped with the outline of the code.
5. Did you find any drawbacks to using the Decorator Pattern? If so, what were they?
   * I was unsure if I needed a void method or to return a float or input a float so I was constantly having to change my abstract and virtual methods.
6. What is the player’s goal in your mini-game and what makes it challenging?
   * Get to the checkpoint and back before the time runs out.
7. How does the game communicate its goal(s) to the player?
   * Controls menu defines controls and gameplay.
8. How can the player fail at the game and how does the game detect it?
   * If the time runs out the player loses.
9. How does the game give players feedback about how well they are doing?
   * The timer is shown to update the player on how much time they have left.

