CIS 452 01 – Assignment 5 Reflection

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Starting Scene: Game

GitHub Link: https://github.com/jburi/CIS\_452\_Assignment\_5

1. What does the player do in the game that creates an object of a specific type?
   * Clicks either Rock, Paper, or Scissors to spawn that object
2. What determines which object is created (with the Simple Factory design pattern) while the game is running? Does the player choose the object or does the game choose the object based on something the player does? In other words, what sets the condition that is checked by the factory?
   * RPSGame.cs sets the player and opponent’s choices.
3. What were the benefits of using the Simple Factory Pattern to make your mini-game?
   * Easy Creation of prefabs with attributes.
4. Did you find any drawbacks to using the Simple Factory Pattern? If so, what were they?
   * Destroying objects is an issue.
5. What is the player’s goal in your mini-game and what makes it challenging?
   * Beat the opponent at rock, paper, scissors.
6. How does the game communicate its goal(s) to the player?
   * Outcome is displayed at the top.
7. How can the player fail at the game and how does the game detect it?
   * If the opponent has the winning object, the player loses.
8. How does the game give players feedback about how well they are doing?
   * The outcomes are displayed at the top

