CIS 452 01 – Assignment 7 Reflection

Jake Buri

Starting Scene: Main Menu

GitHub Link: https://github.com/jburi/CIS\_452\_Assignment\_7

1. What does the player do in the game that determines which Concrete Command is executed on a receiver?
   * Moves a cube (player) based on key presses.
2. What determines which Receiver class receives the command? Does the player choose the Receiver somehow or does the game choose the Receiver? In other words, what sets the Receiver that the Command is executed on?
   * Toggle wall receives input to toggle the wall while everything else is handled by the move object receiver.
3. What were the benefits of using the Command Pattern to make your mini-game?
   * Makes controls easy to program and modify/add new controls to a remote.
4. Did you find any drawbacks to using the Command Pattern? If so, what were they?
   * You are forced to use the remote leaving less flexibility.
5. What is the player’s goal in your mini-game and what makes it challenging?
   * The goal is to reach the checkpoint and get back to the start. There is a timer for 15 seconds with no warning on play to complete this.
6. How does the game communicate its goal(s) to the player?
   * Control menu
7. How can the player fail at the game and how does the game detect it?
   * They fail to reach the checkpoint and get back before 20 seconds.
8. How does the game give players feedback about how well they are doing?
   * A timer shows how much time is left to win.

