CIS 452 01 – Assignment 8 Reflection

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Starting Scene: Main Menu

GitHub Link: https://github.com/jburi/CIS\_452\_Assignment\_8

1. What is the multi-step process you are implementing with the Template Method design pattern?
   * Creating the player’s model and color.
2. How is the process different across the subclasses that implement parts of the template method differently?
   * Each model and color are different but the player controls and component generation are the same.
3. What does the player do in the game that determines whether or not one of the hooks you are using will call the method it is controlling? In other words, what does the player do that triggers one of your hooks?
   * Particle effects are a hook for spheres.
4. What were the benefits of using the Template Method Pattern to make your mini-game?
   * Better organization of methods.
5. Did you find any drawbacks to using the Template Method Pattern? If so, what were they?
   * I still had some repeating in my code since they were too similar. Rather than making tea and coffee, I made a frappuccino, iced mocha, and an iced cappuccino. I would have much rather created prefabs to easily define and spawn the player’s choice.
6. What is the player’s goal in your mini-game and what makes it challenging?
   * Get to the checkpoint and back in twenty seconds
7. How does the game communicate its goal(s) to the player?
   * Win or lose screen.
8. How can the player fail at the game and how does the game detect it?
   * Triggers are used to check if the player made it to the checkpoint and back.
9. How does the game give players feedback about how well they are doing?

* Timer shows how much time is left to reach the goal.

