

## **1. Make Reservoirs damageable:**

Making the reservoir damageable was a simple thing to do, all that changed was the hitpoint initialization and adding one new function that could reset the descriptions and the symbol of a reservoir object.

## **2. Grenade:**

We chose to make a Grenade an entity, just like a blaster or lightsaber because it fit in most with them. A Grenade is an object that can be picked up and put down, but more importantly it can be thrown, to achieve this, we had to make a new action (ThrowGrenade) that can be done by a SWActor object. We made it an action because it's something that an actor can do, so it made most sense to do it this way.

## **3. Jawa Sandcrawler:**

We chose to create the Sandcrawler as an SWActor type because it can move like an actor and can carry other objects. Regarding the interior grid/world, we decided to implement it as a new class extending SWWorld because we needed to use the SWGridController and Scheduler, and they both take in an instance of SWWorld as parameters.

We chose to make Exit and Enter Actions because we need the option to execute these actions show up when a certain condition is met. In this case, when an actor is in the same location as the sandcrawler and has a high enough force level in case of Enter, or when they are at the door and have a high enough force level in case of Exit.