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Opinion on Engine Class

Throughout this whole assignment, the first problem I face in the engine was the Ground class. As I was implementing the Crop class, I find it difficult to check whether that ground object is a dirt or a crop as dirt and crop is an extend off the ground. Therefore, I need to constantly use instanceof() function to check for the type of the ground object. I suggest that in the Ground class in the engine, an enum type can be used for each ground object created to store their type or full name so that checking any ground item will be much easier as we just need to check the name stored in the respective ground object's variable.

Besides the negativity mentioned above, the game engine was overall well designed and easy to get what I intended to get. For example, I could easily get the actor's location by using the .at() method at the GameMap class in the engine to get the actors which are under the fire range of the shotgun and sniper rifle. Besides that, the .hurt() and .heal() method in the Actor class in the engine was useful to control the health of the actor.

Moreover, the tick() method in the Ground class in the engine class was also very useful for ripening the crop as it automatically keeps track of the status of every unripe crop at the ground.

The .getInventory() method was also very useful as I can use it to check if a shotgun, sniper rifle, zombie leg, zombie arm or food exist in the player's inventory and make appropriate decision based on the item found in the inventory. The .remove() method is also used for removing unwanted item in the actor's inventory.

After this assignment, I have learnt how to create a game, although at first the code was very overwhelming and hard to read, after some detail reading, I finally understand more of the code and what are their usage. This assignment definitely helps me building skills for reading existing code wrote by others. I hope to be involved in this type of assignment in the future.