Reflection Project 2B

These are the changes I made during the project 2B compare to the UML diagram drew

- Initially I only have an arrayList in my world (UML) but after trying to transfer it to code, it was pretty hard as I need to iterate through the same arrayList to find target, block, and certain specific character that I need. Hence, I decided to have 4 arrayList instead, one for pushableSprites, one for characterSprites, one for nonMovableSprites, one for destroyedSprites. With all these specific arrayList, it is easier and more efficient as I don't always have to iterate through the nonMovableSprites which is very lengthy.

- I faced another issue when I tried to create multiple TimerTask class to time certain activity such as Skeleton movement and Ice movement. However, I find it tedious and irrelevant as I will have to pass in my delta value into these classes. After that, I decided to just to implement it under the update method which is so much clearer and easier to implement.

- One more issue I would like to highlight, I decided that the Loader should function as just a "Loader" and not create sprites. Hence, I created the createSprite and destroyedSprite method in the World class instead.

- I also change the checkcollision method in the movable class instead of in their specific sprite character class as it applies to all character.

- The number of moves of the player is also counted in the Player class. The world class than access the class and obtains the value.

- More classes such as Movable Class, Pushable Class are created.

Thoughts after the project:
- I find this project really interesting compare to the other computing projects that I have received. I personally think that this project is very fun but yet challenging. I hope to be able to add extensions to this game after the semester during my break.
- I would like to thank our lecturer for making my learning process educational yet fun and exciting. Before coming into SWEN20003, I have no interest in memes, yes, I'm sorry! However, after this subject, I kind of starting to like it! This subject wouldn't be as fun without him so a big thank you!
- Also to Abby, my tutor for waking up at 7a.m. to tutor our class. Please DON'T EVER ORGANISE ANOTHER TUTORIAL CLASS AT 7a.m.! EVEN MY MOM THINKS IM JOKING WHEN I SAID I HAVE A 7A.M. CLASS!
- Thank you SWEN20003! It have been fun!