

Design Rationale for Environments

The diagram represents an object-oriented system for the different environments to spawn their corresponding hostile creatures.

All three environment classes extend the abstract Ground class since they share some common attributes and methods where these classes are responsible for spawning different enemies, and this also helps to reduce the repetitions.

An abstract class Enemy is created and extended from the abstract Actor class since all the creatures spawned are hostile to the player while other actors such as Trader will not attack the player, so this categorises the actor type, and as mentioned above, these enemies share common attributes and methods.