Josh McGrew

CIS350 Assignment 6

Reflection Questions

Note: My game prototype is unfinished and is not uploaded to simmer.io or itch.io.

Answers:

1. The enemies’ class, Golem, is inherited from the Enemy class.
2. The IDamageable class implements an interface, but it is not implemented in my prototype in any meaningful way.
3. The enemies’ “weapons” used polymorphism for the Enemy class supertype
4. You must make sure the class you are working with extends “Singleton<GameManager>” (in this case) instead of “Monobehaviour,” which would allow you to call the method you want.
5. No reference is necessary because the GameManager singleton is already referenced via extends (:).