

Name	Michael Knutson	Team	Coeur d'Game	TL	3	Date	04/18/2024	Time	10:00 am
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Fill in the underlined areas (and the boxes above), now but don't write on the remainder of this form.

<p><b>Contribution:</b> Briefly describe what your feature(s) is/are:</p> <p><b>My feature for our game was item creation and interaction. I was responsible for creating weapons, powerups, health items, and coins that the player will interact with while playing the game.</b></p> <p>Walk me through your Gantt chart. How long did this take? How long did you estimate it would take? What did you learn about your skill as an estimator?</p> <p>Run your game and point out places where your code is called and run. (I will cycle through asking you this question and the next one until you either run out of interesting things to talk about or it is clear that you have made an above average contribution.)</p> <p>Show the C++/C# code that was run. Walk me through the methods called from the time it enters your section of code.</p>	/10
<p><b>Technical:</b></p> <p>Walk me through your test plan. Give an example where a test case later found a bug in your code by things a teammate added later. (Or explain why you chose a test case specifically because you wanted to ensure that a teammate would know if they broke your code.)</p> <p><b>I basically wanted to make sure my instances of weapons, powerups, health items, and coins were successfully instantiated and created. I also wanted to test that the value I set for each of the weapons, powerups, health items, and coins were in the correct and valid range we need them to be in. I also needed to make when a weapon interacts with an "enemy", that enemy would take some damage and make sure its' health decreased.</b></p> <p>Pick a Prefab you have created that is documented well in a separate readme file. (I will point to several places in your code documentation and ask) What question where you trying to answer here? Who do you anticipate would be asking that question? What other questions might this person need the answers to?</p> <p>Prefab Name: <b>Fireball and Sword1.</b></p>	<div style="text-align: right;">/4</div> <div style="text-align: right; margin-top: 100px;">/3</div> <div style="text-align: right; margin-top: 100px;">/3</div>

Show me a class in your code where there could be either static or dynamic binding.  
Write some mock code on this paper showing how you would set the static type and dynamic type of a variable.

Super Class: **WeaponFactory**

Sub Class: **MeleeWeapon**

Virtual Function: **Debug.Log()** from **MeleeWeapon** class to instance of weapon.

Choose a dynamically bound method. What method gets called now?

Change the dynamic type. What method gets called now?

Pick a statically bound method. Which one would be called in each of the two previous cases?

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Show me an example of reuse in your code where you violate copyright law.

How does it violate copyright?

**I am using pixel art and/or created images by other people without asking for their permission.**

What did you have to do to integrate it with the code you wrote? What are the legal implications if you market your code with the re-used portion? Use fair use argue that you can use this anyway.

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4. One big or two small, well-chosen patterns.

Small Patterns = {Singleton, Private Class Data}

Which patterns did you choose?

1. **Factory method design pattern(still working on this and is subject to change).**

Why did you choose each pattern? (Justify your use of it).

Draw the class diagram for your pattern(s).

Would something else have worked as well or better than this pattern? When would be a bad time to use this pattern?	
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