1. Description of control flow of interaction between player and goodie

Check if Goodie is alive and the location of the Player is the same as the current location of the Goodie (using the pointer back to StudentWorld). If true, then

Within overridden doSomething() function for specific Goodie:

Execute custom ability of goodie (eg. increase burps or lives)

Within shared base doSomething() function of Goodie:

Use the StudentWorld to play a sound to get the Goodie using

playSound()

Use the Student World pointer to increase the score by the number of points for that goodie (this number is a member variable that is set during construction of the specific type of goodie), using getWorld() -> increaseScore()

Execute kill() routine for the Goodie inherited from Actor:

Set m\_isAlive flag to false, so it will be removed by StudentWorld during the next tick

1. I did not fail to complete any of the features. No known bugs.
2. The spec did not specify what would happen if the player were to leave the game on a ladder at the top of the game. I did not allow the player to leave the game window, by checking if the index of the next location of the player is valid.