

Design Patterns

For information expert we only used it in one main section of the code where we used a class for the game pieces that can also return the values for the location of the pieces.

We used creator in our project. To use this pattern, we broke the game into different classes that are only called upon once the previous class has completed its setup and the user has determined what settings the game will have. An example of this is when the player selected color blind mode the game display class will call the color-blind mode class rather than the default class.

We used low coupling by dividing our program into specialized classes with methods that rely on each other as little as possible. This could have been used more by breaking up some of the repetitive code into different methods.

We used high cohesion by dividing tasks into code that can be reused throughout the game thus making the game easier to maintain.

We also used a controller class. We divided the setup game interface into different sub controllers that all handle the input for what they control, and the game input is handled by the game class.