Reflection

Changes made to project 2-A

- I removed all the interfaces as I could not find an appropriate way of using them and they were easily replaced with some public methods.
- In project 2-A the explosion was being rendered using a class ‘effect’ but while coding I found it easier to just replace the cracked wall with the effect for the specified time.
- I had to add some more functions to the ‘World’ class; (+ static isBlock(float,float):boolean, + static isUnit(float,float):boolean, + static isTargetCovered(float,float):Boolean). These functions made sense to be in the ‘World’ as it contains the sprite array which we can loop through to check for information.
- I used a class called ‘Enemy’ to be a parent to the all the enemy units (rogue, mage, skeleton) part but my project 2-b did not make use of it. The three enemies did not have much in common as only the rogue can push; the mage follows an algorithm and the skeleton moves mindlessly. Therefore, they have their own interfaces and it made more sense to just keep them as a child of the sprite class.
- A lot of changes have been made to the children classes of sprite as well.
- The functions ‘isCovered(sprite)’ and ‘unlockDoor(sprite)’ also had to be removed as I just passed a boolean that showed if the door should render or not.

Difficulties faced during the project

The most difficult part was to get my head around the object oriented way of programming, which I do not think I have done successfully and there is a lot to learn. And because of not using the object oriented programming properly I got a number of errors when I add new elements to my game.

If you move the stones in level ‘0’ then they stop rendering but still exist on the screen and I cannot find a solution to this problem.

Moving the ice after it stopped (giving it that push after it collided with a block or wall) was difficult to get my head around.

Key piece of knowledge

Object oriented programming is a very powerful tool and an important skill to have, the project helped me get my head around inheritance and how every class has a special role. Also making changes to the program is also easy when you have specific tasks assigned to different classes.

Things I would do differently in a similar project

Using interfaces in a project in what I want to do and also make better use of object oriented programming.