**Assignment 3 – Recommendations to the game engine**

As the assignment progressing, we felt that there are a few changes to the following classes stored in the game engine which we found frustrating due to the immobility and one of them is the Player class. Unable to change this means that we need to override completely or partially. In addition to this, we also find that the FollowBehaviour class making matter worse as it is completely unnecessary. These possessed a few difficulties for us to try to modify the menu and the logic behind how the player and the monsters interact.

Player class:

Being unable to modify the Player class in the engine code forced us to create a subclass in order to accommodate the changes such as adding the quit option or removing actions of the player that we wished not to use.

It is recommended that the player class stays in the game package thus helping us accommodate the change. One advantage is that it avoids duplication when creating a player and future programmers will not be puzzled finding 2 different Player classes.

One perceived disadvantage that we anticipate is that there might be so many different things as stated based on the requirements the playTurn method needs handling for just the player. It can lead to confusion for future programmers to break down those differences or even try to add in his/her codes without breaking the original functionality.

FollowBehaviour class:

When implementing the changes necessary for following the player, we think that FollowBehaviour class should be inheriting Action class and the execute method can be the place where the logic of following the player implemented. We all agreed that we only use ActionFactory and FollowBehaviour classes when the requirements stating the monsters or NPCs need following the player. However, we did not modify much or creating any subclasses inheriting their functionality.

Menu for the Player:

One problem we noticed was that the engine code is where the menu was created and other actions related to that menu. I hope there is a separate class for menu and we could inherit from this Menu class in order to accommodate further options to the player.

Advantage of doing so is that the menu options will be separated from the original class but it can still be kept in the engine code to prevent the programmers to mess up the options display in the console.