EECS 448

Team #2

Identify the design paradigm you (i.e., the team) chose for your prototype and explain why you chose that paradigm (250-350 words – 5%).

Object-oriented design - For a mobile app, especially one that is built on React Native, it makes sense to follow an object oriented design paradigm. React Native inherently builds its app as a class containing View objects, structured in almost a hybrid of HTML and JavaScript. The object-oriented paradigm also inherently allows us to group related elements, variables, objects, etc. together, like in component-level design, allowing for better encapsulation and information hiding. For our app, we will have a large selection of possible prompts, user choices, and responses to those choices. By grouping these into objects, it will be possible to categorize them and organize them by category. Thus, it will be easier to find responses for a given input. If we do implement a client-server approach, it will also be easier to send requests and receive responses as objects containing all the desired data in an organized fashion. Moreover, when it comes to option selection, such as different characters, or background, or themes, etc., it will be far easier to implement these options as objects, where the view can also be an object designed to contain these option objects. Overall, this makes changing options as easy as switching which object gets assigned into the menu object. For example, if we give the option to pick between multiple characters, one would need to change the character's name, the character animations or designs, and perhaps even custom-tailored responses. With the object methods, these can all be contained within the character object and all be changed at once.