



Design Decisions

For Homework 4, I followed the guided and given methods and functions. The only difference between the given code snippets and my implementation was the use of the `islandMap()` method. Instead, everything for the `islandMap` method was included in the `drawMap` class, drawing all of the ocean spots, pirate ships, and regular ships together. As for drawing the pirate ships, the images were loaded in a function in the `OceanExplorer()` class, but the pirate ship activity was implemented in its own class. I did this because first I attempted to load the image in a function in the `OceanExplorer` class but was experiencing issues with getting the image to load and move properly. So, a `Pirate` class was created to load the image the same way as the `Ship` class and its movement was modified. I couldn't completely figure out how to properly get the pirates to move, but I learned from the `Observer` method from the cat and mouse example to better indicate following. Additionally, I allowed for the pirates to move diagonally in the case that those spaces were available.