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Software Engineering

## Homework 2 Rationale

For this design, I liked that we made two separate classes for the PirateShip and Ship as this made it very easy for us to be able to make the Observer and Observable functionality we needed.  Initially, I was thinking we might want to have some sort of inheritance where the PirateShip class would inherit from the Ship class, but this would not have made the Observer and Observable functionality as easy as it was.  For the stretch option, I did not do it, but there would be some easy design decisions that I could make to have done this.  I could have added a reset function into the OceanExplorer class that would reset all the variables to their initial values so that you could press the button and it would reset the game.  I also could have had an image class that would have set the image and imageViews for all of the different images that we would need for the game as part of the second stretch option.  These both could be done with some simple rework and would satisfy the stretch option.