CS 3383 Post-Mortem Presentation

TL1 Andersen

- Player Inventory and Shop system
- High cohesion
  - The shop is isolated and simple to understand
- Information expert
  - The inventory stores the information for player items
- Collaborated with TL4 to implement the items into the inventory

TL2 Trevor

-        **Player Systems & Combat Architecture**
- - Implemented PlayerController foundational movement system.
- - Designed and coded dash system with cooldown and invincibility checks.
- - Built BC Mode interface-driven invulnerability pipeline.
- - Refactored coupling between player, abilities, and input handling to support GRASP principles.
- - Collaborated with TL6 to make tilt controls for mobile
- - Provided gameplay testing, balance adjustments, and documentation.

TL2+ Yoshi

Boss Level design

TL3 - Eric

- Skill Tree
- Level System
- XP system
- Ability System (kinda)
- Grasp was used for
  - Polymorphism
  - Low Coupling
  - High Cohesion
  - Pure Fabrication

TL4 Haddie

Weapons/Pickups

- Low Coupling
  - Achieved with Dynamic binding
- High Cohesion
  - Each weapon and pickup class has its own behavior
  - Easy to add more

TL5 – Miles

- Enemies and Spawner
- High Cohesion
  - Touches with TL2-player and TL2+-health

- The Projectiles and sprites for enemies
- Deep Insight
- Money

TL6 - Torry

- Main Menu

- Pause Menu

- Health Bar HUD

Overall GRASP

- Low coupling
  - Separate files and defined tasks
- Medium Cohesion
  - Some classes handle too much

Class Improvements

- Remove platformer assignment
- Have a better lecture on the usage of git
- Improve clarity on:
  - Organization of unity project
  - Assignments and due dates
- Fulfilling ABET requirements should not be the focus of the class