

Reflection on Assignment 3

The main concept of my original design is actually not too far away from how the server actually turned out. In the old model, I had a `CurrentGameModel` which turned out to be just `Game`, `AllGames` to `RunningGames` and so on. So, the spirit of my idea remained the same, but I underestimated hugely how much more data I needed to make the server not only run smoothly, but in a lot of cases run at all.

I didn't actually instinctually follow my old model. The `ServerExample` had a certain structure, and I from my experience on SE2, I determined the new model as I went along. I had never made a server at the time of the first assignment, so I was unprepared. The class with the most differences I think is the `FullMapModel`, which I called eventually `FullMapRaw`. In the model, it has almost nothing, partly because I didn't spend at the time too much time thinking about it. By having the aim to make my life easy and store as much data in as easy as possible, I made a `FullMapModel` which turned out to be quite capable, but a bit complex in implementation. Given enough time I would clean up the code some more.

Another big change is of course the addition of the `Player` class, which could have been integrated into the `Game` class, but it would have made it incredibly more bloated and difficult to manage.

I generally only improved upon my original design, as it was not that good to begin with. But now, especially after both assignments, I have a much clearer view on designing architectures, as I focus not a lot more on "usability" of the classes and methods by the developer and general maintainability as a good way to streamline the process and minimize hard-to-catch bugs.