**SAAUREN M – ASSIGNMENT 3 DESIGN RATIONALE**

**Mambo** **Marie**

The Mambo Marie feature was implemented into the game. To represent a MamboMarie object, a class named “MamboMarie” was created. This class extends from the “ZombieActor” class. By doing this, we can easily access and use critical methods that are already defined for us in the ZombieActor class, and therefore also the Actor class. An alternative to this design decision may be to have the MamboMarie class inherit Zombie rather than ZombieActor.

This was not done as the Zombie class does not have a constructor (by default or from previous assignments) where we can choose the display character, hitpoints and other attributes. We could overload the constructor in Zombie which will let us do this, however I decided that the Zombie class did not have any methods that would be useful to MamboMarie and ZombieActor already had this sort of constructor defined.

**Ending the game**