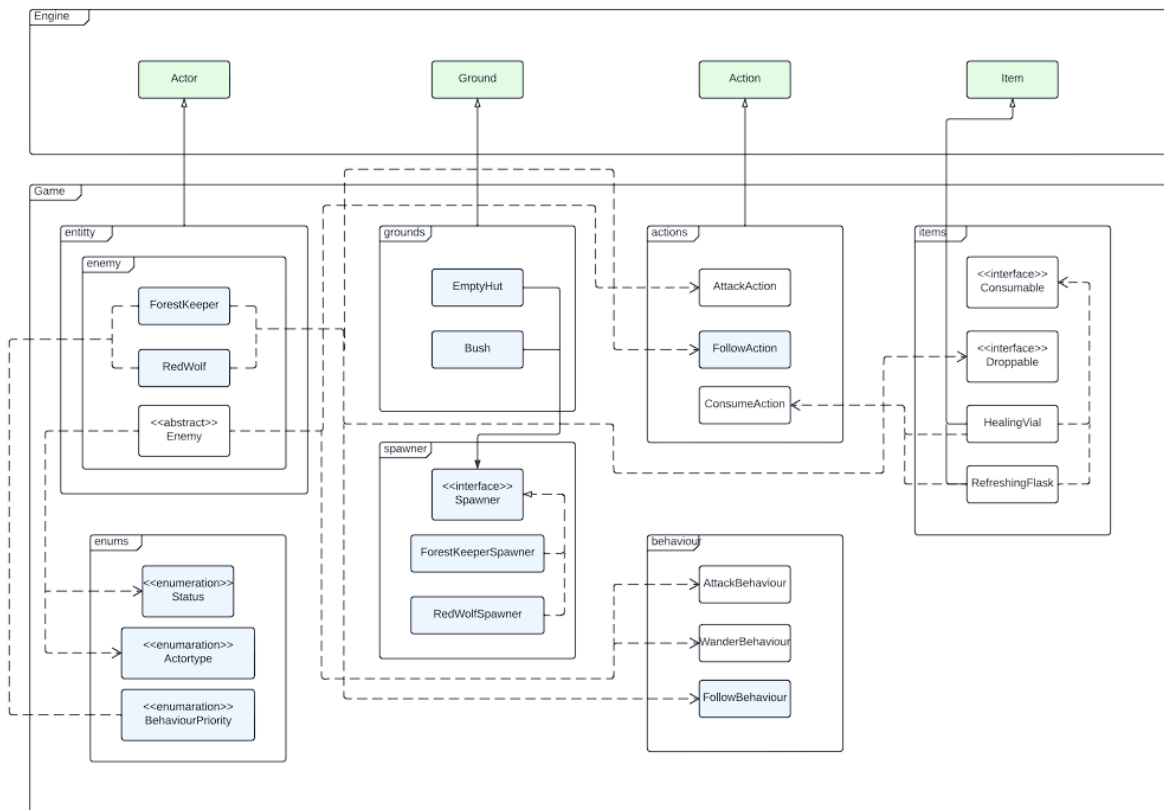


Design Rationale Req 1 (Done by Jing Yi)

Req 1: The Ancient Woods

Done by Chan Jing Yi

Classes in green means it is an already existing engine class
Classes in white means it is an already existing class
Classes in blue means it is a newly created class



The 'Spawner' Interface class defines how and when actors should be spawned, ensuring consistency across different spawner implementations. It can be implemented by various spawner classes, each tailored to spawn a specific type of enemy. This flexibility enables the game to introduce new types of enemies with distinct spawning conditions or rules.

The FollowBehaviour class serves the purpose of defining a behaviour for an actor to move one step closer to a target actor in the game. This behaviour is crucial for certain types of actors, like enemies, who need to pursue and engage with specific targets, such as the player.

The getAction method includes a findPlayer method that iterates over the map to locate the target actor based on their type. This method employs a double loop over the map's coordinates to efficiently search for the target. It checks each location to determine if it contains an actor, and if so, whether the actor has the required capability (in this case, being of the player type).