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| Kondyrev, Andrei | CptS 487 Software Design & Architecture |

Midterm exam

4. If I wanted to change the damage of the peashooter, I would need to go to the zombie class and change a damage variable. It would not affect my code or logic at all since I have an overkill damage feature (if an accessory has less health than a shoot damage than the zombie will get the remaining damage).

I’ve added a damage value changer.

5. I need to add a new Boolean variable hasShield and change the hasHat value for the doorZombie to false and hasShield to true. bucketHeadZombie and roadConeZombie will have same hasHat value but the hasShield value will be false. A noGearZombie will have both these attributes false.

Everything will still work but I would need to implement some new lines of code checking if the zombie is covered against a watermelon attack.