Design Rationale

Having force level as an attribute will allow for easy accessing and allow for the player to keep track of his force level easily. OnlyOkayDesigns decided that we would like to have a library of abilities that can be unlocked the higher the force level of the player. This would perhaps create a more dynamic and interesting game. This is why we chose to add the abstract Force class which all actions that require force would extend from. The decision to add affordance to Actors that can be mind controlled (almost all) and performing a second comparison between force levels allows the player to make more decisions rather than the game deciding what decisions a player can make. The sequence in which we chose to mind control NPCs seemed to us as the most effective way whereby we are able to reuse most methods that are already implemented. Using a randomzier to choose between using mind control and attacking makes the NPC more dynamic therefore we chose this. Further changes such as using mind control if NPC's hitpoints are below a certain threshold may be made in future implementations.