Since Pipe and Block are so similar, I created a virtual derived class named Structure from which Block and Pipe are derived.

I made doSomething() and isBlocking() normal functions because the implementations are the same for Blocks and Pipes.

Bonk() is pure virtual because both can be bonked but behave differently when bonked. It also does not make sense for a generic Structure object to get bonked which is why I did not make it solely a virtual function.

The for same reasons, I made Mario and Flag both derived classes of a class named Goal.

The function doSomething() does nothing.

Make these all derived classes of a common base class, called Inanimate or something?

The spec says to have Flag and Mario check in their doSomething() methods if Peach overlaps with them and then act accordingly. I felt that a more streamlined implementation would have this behavior occur in their bonk() functions. Because…