

CSCI – P – 532 – Object Oriented Software Development

Team 5: Ankit Sadana, Harini Rangarajan, Jash Jhaveri and Vivek Patani

Project Report Review on Assignment 4 – Team 5

- **REQUIREMENTS:**

- To enhance the already present GameMaker, appending better features such as:
 - Adding support for designing of two more games.
 - Using inherited code base instead of group choice.
 - Making it more generic to support more games in the future, hence making it extensible.

- **DESIGN INSIGHTS:**

- The combined use of MVC, Observer and Command Pattern makes the structure of the game much more generic and extensible.
- The use of MVC breaks down the architecture as we decouple each component, while using Command Pattern makes the call more generic which in turns allows easy addition of additional functionalities.
- The sprite can be associated with a combination of actions and events making each sprite more user friendly.
- Addition of new events and associated actions was carried out giving the user more options.

