

Sprint 4 Reflection

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In this sprint, we finished level 1 Dungeon of Legend of Zelda. There are many new features added. My and Baihua did the HUD and Item Selection part, this part has strong connection to player, item, collision part from previous sprints. By doing this sprint, I feel that it is important to follow the "High cohesion" and "Loose Coupling" rule when coding. Since HUD and item selection parts have high interdependency with other parts of the project. Its required to make each class to accomplish specific goals, and reduce unnecessary connection between two classes, so it is easy to maintain and change certain part while coding. In this sprint, my code on item selection not good enough on high cohesion, some classes can be separate to more classes to make each class short and easy to read. Moreover, I think Baihua do very well on decrease coupling and increase cohesion. His code is concise and clear enough and inspired me a lot.