**Project 3 Report**

1. **A description of the control flow for the interaction of a player avatar and a bank square. Where in the code is the co-location of the two objects detected, and what happens from that point until the interaction is finished? Which functions of which objects are called and what do they do during the handling of this situation?**

·Each player maintains a time counter *m\_ticks\_stay* to track how long they stay in one square, *getStayTime()* will return this time.

·*m\_ticks\_stay* will be set to 0 for one tick if *m\_ticks\_to\_move* is 0

·*isLandedOn(player)* function will check whether a square has same x/y position with given player.

·For each move(), Bank Square will first check each player’s position via *isLandedOn()* and whether *getStayTime()* equals 0 to make sure we should give player money.

·If *getStayTime()* is not 0, we will think one player just passing through this square and save their coins.

1. **A list of all functionality that you failed to finish as well as known bugs in your classes, e.g. “I didn’t implement the Vortex class.” or “My Bowser doesn’t work correctly yet so it behaves like a Boo right now.”**

No unfinished class. It might have some bugs but I don’t know what it would be.

**3.A list of assumptions you made; e.g., “It was not specified what to do in situation X, so this is what I decided to do.**

·If a player landed on an event square and a baddie landed on it too, which one will act first?

(If a player is being teleported, will baddie take their money/stars first?)

·My implementation acts them by the order of their position in the vector

·If a player is without any money/stars, will Boo take another value (stars/money) first?

·My implementation will randomly take the money/starts, it doesn’t care about whether a player has them.

·Will a player act with a square when they are being teleported?

·My implementation’s player will not act with squares when they are being teleported.