For Duncan.

First of all, i would like the state that the reason i am using the Exeception.h file in there is to ensure i am able to gracefully provide error handling for my program. as the use of assertions does not provide graceful shutdown of the game. by using the error handler based on what Jeff gave me, i am able to more gracefully give error codes.

My game features the use of a Game State Manager that uses a command stack in order to be able to process my register, push and pop commands for all States within my game. My game also allows for the pausing of my game. which allows for rendering lower in the State stack.

My game also features the use of 3 custom containers ( Double Linked List, Binary Tree and Stack) with my Linked list also making use of an iterator. as well as 4 Design Patterns while being overkill for my project. (Factory, Finite State Machine, Object Pool and Facade).

My project also makes use of a unit test for the containers with at any point any of the commands failing, it will display a basic message of the error and then saying that the unit test failed. with some of the specific tests doing throws instead. and it will tell you when a container has sucessfully passed all tests. THere is also error handling in my game in important game-breaking areas which allows for a graceful shutdown of the game and allows the user to know where in the game the error is.