

Smalltalk Programming

Lesson 5

Today we will begin by designing objects for your video game. The game that you will be creating will be a classic space shooter type game. When creating objects, it helps to think of what they are and what they will do. In the beginning, you may not know all of the objects that you will need. That is okay, because with object-oriented programming, your objects can change as you learn more and what you need changes. Sometimes, you will find that you will need to add more objects. Sometimes, you will find that some of your objects are no longer needed. It is okay if you do not know everything that you might need in the beginning.

Using good and useful object names will help to make your code understandable and easy to work with. If you find that you need to change the name of your object(s), it is easy to do with Smalltalk. Don't worry about having to make changes later if you need to.

Use Figure 1 to help identify all of the objects that might be needed to design your game.

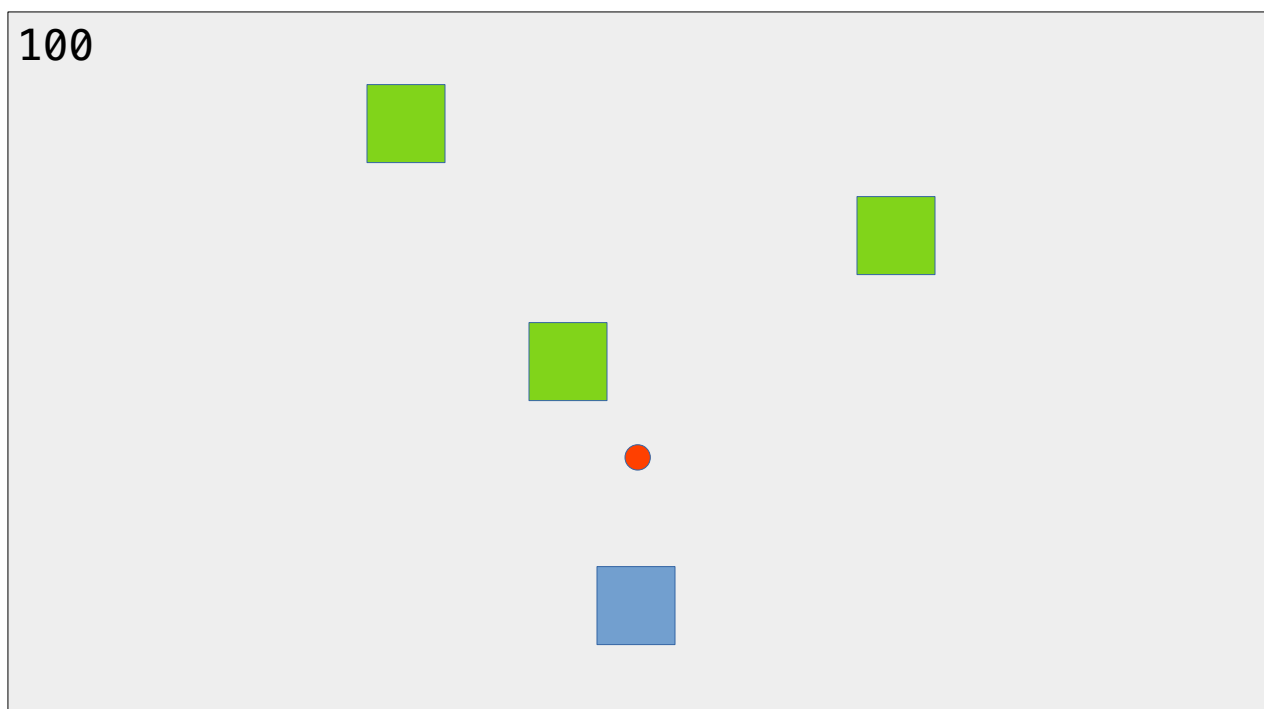


Figure 1: Example game screen

1. How many objects do you find in your example?

2. What names would you choose for these objects? It helps to think about what they are or what they do.

3. With the objects that you came up with consider how these objects interact with one another and discuss.