

Forum:[Hack Forums](#)

Thread: [Is 16 classes too much for a Space Invaders game?](#)

SIM-524734 - February 25, 2012, 1:19 pm

I'm making a Space Invader rip off. And, I have 16 classes. Is that too much? Should I cut on some?

CollisionDetection(I dunno about tis one - I mean I already could include all the collision detection in the Entities themselves.)

Input

Interface

MainLoop+GameStates

NPCBulletEntity(Could be put in NPCEntity)

NPCEntity

NPCCrab(Could be put in NPCEntity)

NPCSquid(Could be put in NPCEntity)

NPCUfo(Could be put in NPCEntity)

NPCMotherShip

PlayerEntity

PlayerBulletEntity(Could be put in PlayerEntity)

Resources

Can someone comment on if I should do it or not @.@

BigDomePiece - February 25, 2012, 1:22 pm

Personally I don't think you can have too many classes.. haha It should work fine really. How big is all of it?

SIM-524734 - February 25, 2012, 1:24 pm

(Feb 25, 2012 02:22 PM)BigDomePiece Wrote: [\[CITE\]](#) Personally I don't think you can have too many classes.. haha It should work fine really. How big is all of it?

Well, I have no idea how big it's gonna be. I just sat down and made a class for everything I thought you need a class for.

lgame - February 25, 2012, 1:25 pm

(Feb 25, 2012 02:19 PM)Ecoste Wrote: [\[CITE\]](#) I'm making a Space Invader rip off. And, I have 16 classes. Is that too much? Should I cut on some?

Well compare it to most games this is quite small

BigDomePiece - February 25, 2012, 1:26 pm

Well, that's actually what you're supposed to do when programming. Just make the things you think you're going to need and modify them later.

Personally I can see about 10-13 classes for a game like that. I need to learn Java game programming so I can get in on the kind of stuff.

Would you mind listing the classes?

=]

-BDP

SIM-524734 - February 25, 2012, 1:26 pm

(Feb 25, 2012 02:25 PM)lgame Wrote: [\[CITE\]](#) Well compare it to most games this is quite small

Yeah, but it's just a mini-game of space invaders.

(Feb 25, 2012 02:26 PM)BigDomePiece Wrote: [\[CITE\]](#) Well, that's actually what you're supposed to do when programming. Just make the things you think you're going to need and modify them later.

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BigDomePiece - February 25, 2012, 1:33 pm

I could only see putting the collision detection with whatever will be colliding. Besides that, it looks fine.

SIM-524734 - February 26, 2012, 2:35 am

(Feb 25, 2012 02:33 PM)BigDomePiece Wrote: [\[CITE\]](#) I could only see putting the collision detection with whatever will be colliding. Besides that, it looks fine.

Yeah i'm thinking about that too, but... I don't know.

andrei042795 - February 26, 2012, 9:13 am

Would you mind sharing the source once its ready? Im very interested in game programming.

Thanks and good job :)

Fizzix - February 26, 2012, 10:11 am

That is not enough.

Look at how [DDD](#) separates things, and then you'll see a lot of classes for small projects.

SIM-524734 - February 26, 2012, 10:12 am

(Feb 26, 2012 10:13 AM)andrei042795 Wrote: [\[CITE\]](#) Would you mind sharing the source once its ready? Im very interested in game programming.

Thanks and good job :)

Yeah, i'll post the source. But, the game will take like what... 2 weeks to make? I don't have very much time atm.

randomKID - February 26, 2012, 12:05 pm

I noticed you have several entities that are essentially the same but have specific differences. I would suggest creating something like "Entity" and other superclasses that you can subclass to all

your Entity classes. That way, you don't need to copy/paste code for each of your entities. Something like a `isColliding(...)` and `move(...)` and all that in your super class and then extend it to all your specific entities/NPCs. If anything, make more!

SIM-524734 - February 26, 2012, 12:38 pm

(Feb 26, 2012 01:05 PM)randomKID Wrote: [\[CITE\]](#) I noticed you have several entities that are essentially the same but have specific differences. I would suggest creating something like "Entity" and other superclasses that you can subclass to all your Entity classes. That way, you don't need to copy/paste code for each of your entities. Something like a `isColliding(...)` and `move(...)` and all that in your super class and then extend it to all your specific entities/NPCs. If anything, make more! NPCEntity is the superclass of all the other NPC's.

(Feb 26, 2012 11:11 AM)Fizzix Wrote: [\[CITE\]](#) That is not enough.

Look at how [DDD](#) separates things, and then you'll see a lot of classes for small projects. Thanks Fizzix. I'll look into DDD, for now i'm fucking confused what is it though :3

Fizzix - February 26, 2012, 1:00 pm

(Feb 26, 2012 01:05 PM)randomKID Wrote: [\[CITE\]](#) I noticed you have several entities that are essentially the same but have specific differences. I would suggest creating something like "Entity" and other superclasses that you can subclass to all your Entity classes. That way, you don't need to copy/paste code for each of your entities. Something like a `isColliding(...)` and `move(...)` and all that in your super class and then extend it to all your specific entities/NPCs. If anything, make more! He already has one... It's NPCEntity.

Colby_ - February 26, 2012, 2:04 pm

I definitely would not make separate classes for entities/npcs etc. That is very bad practice. I assume you're looking at minecraft's design for that, which is a bad idea. What if you have thousands of NPCs? I'm not saying you have too many classes.

node.js - February 26, 2012, 2:08 pm

(Feb 26, 2012 03:04 PM)Colby_ Wrote: [\[CITE\]](#) I definitely would not make separate classes for entities/npcs etc. That is very bad practice. I assume you're looking at minecraft's design for that, which is a bad idea. What if you have thousands of NPCs? I'm not saying you have too many classes.

Explain how that is bad practice? How would YOU do it than? All you do is make a new class for a different NPC type.

SIM-524734 - February 26, 2012, 2:11 pm

(Feb 26, 2012 03:04 PM)Colby_ Wrote: [\[CITE\]](#) I definitely would not make separate classes for entities/npcs etc. That is very bad practice. I assume you're looking at minecraft's design for that, which is a bad idea. What if you have thousands of NPCs? I'm not saying you have too many classes.

Hell, i've never even looked into the minecraft source. Besides, I don't have thousands of enemies, only 3.

Besides, thread closed. I'm gonna study more about Domain-driven design and if I get what the fuck that is. I'm gonna rework everything.