Observer Pattern

```
if (wallsForCurrentRoom != null) {
    for (RectF wall : wallsForCurrentRoom) {
        if (RectF.intersects(newPlayerRect, wall)) {
            return false;
        }
    }
}
```

In the program for the player

Our code properly utilizes the Observer pattern for movement by using the character and its interactions with walls. Essentially what our program does is have the wall rectangles act as a publisher which broadcasts its location. The walls notifies the player about its locations. When the player intersects a wall, it will be notified. This will then make the wall not allow the player to keep moving in that direction.