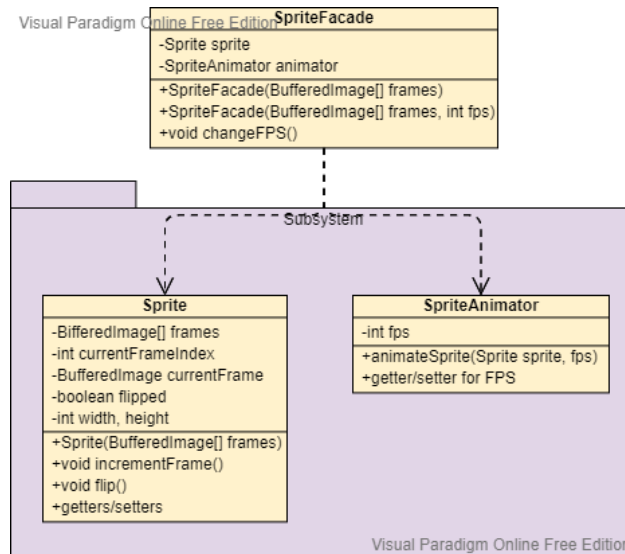


Design Patterns

Façade



Before refactoring in Phase 1, the Sprite Class had more than one roles, which was violating Single Responsibility Principle. Therefore, by creating SpriteFaçade which delegates the operations and adding SpriteAnimator class so that the Sprite class doesn't need to do multiple roles. SpriteFaçade declares instance variables and methods that are in Sprite and SpriteAnimator classes and calls those methods.