# ESCAPE!

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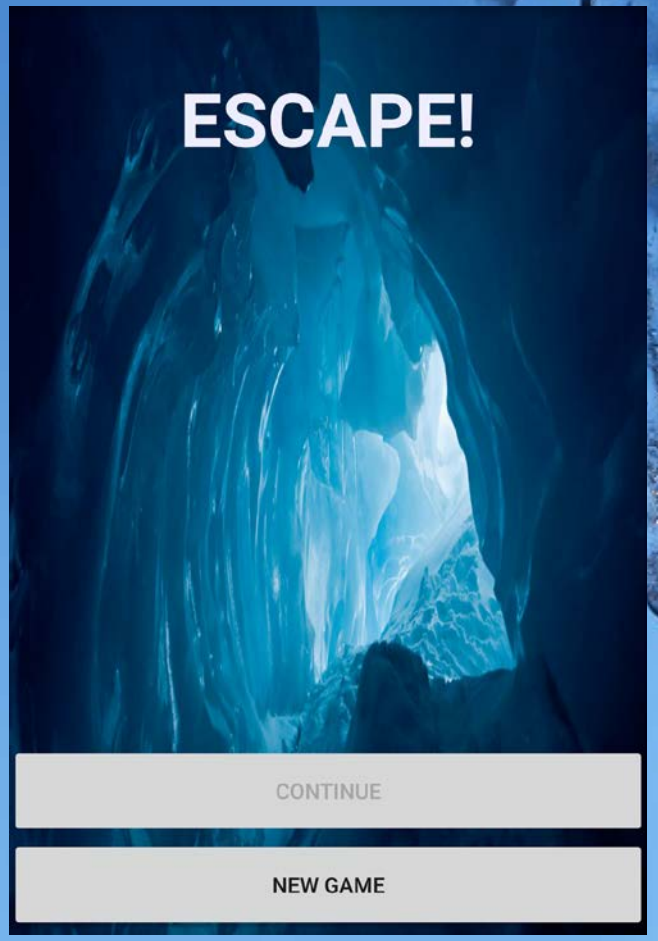



## What is it?

-Puzzle game for Android

-Player navigates grid filled with traps and obstacles to reach next level!

# Factory Method Pattern

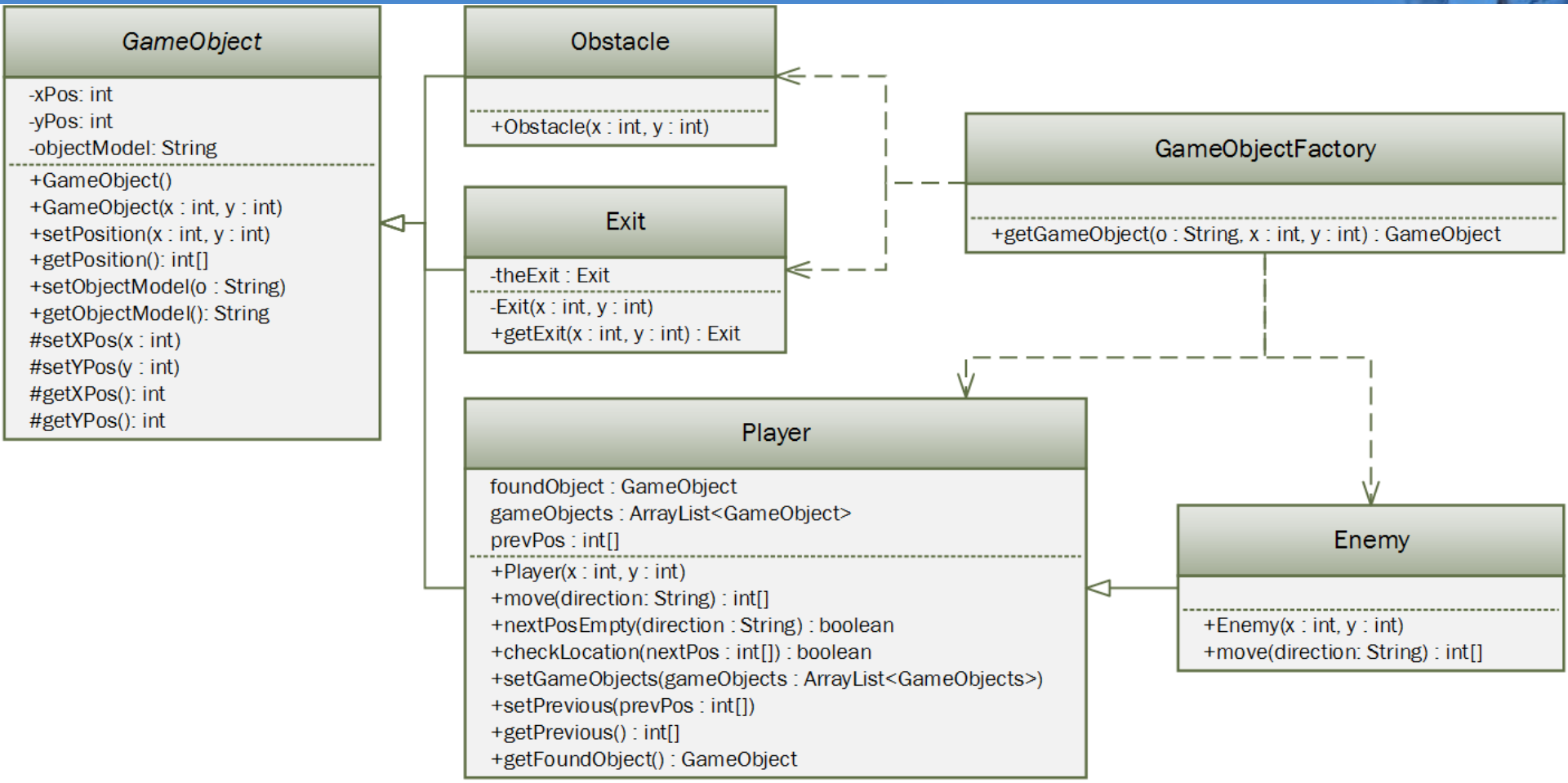
**GameObjectFactory**

Generates polymorphic GameObjects based on type of GameObject and x,y coordinates

**LevelFactory**

Creates Level object based on placement of GameObject instances

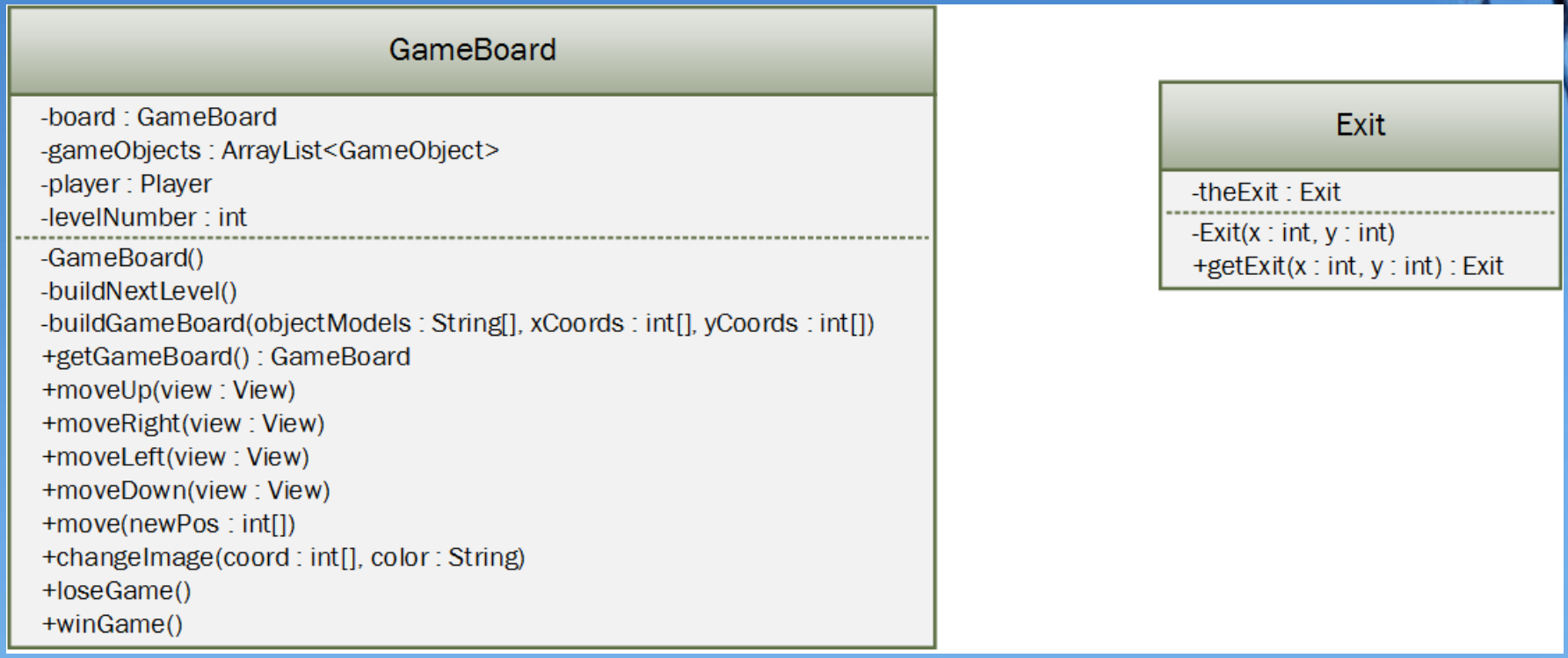
# Factory Method Pattern



# Singleton Pattern

- Used when we want to restrict instantiation of a class to one instance of an object
- We only wanted one Exit and one GameBoard in the game
- Allows game to execute around the methods of one object instead of multiple classes all calling/instantiating back and forth

# Singleton Pattern



# What Did We Learn?

- The importance of using diagrams
- The importance of having a well constructed back-end
- The utility of design patterns

# Game Demo

## Link to Demo Video