

-DESIGN PATTERN(S)-

I selected factory design pattern in this project to solve my matters about enemyships.

Why did i choosed factory pattern?Because factory pattern is used when we don't know ahead of time what class objects we need and this pattern can be used when all of the potential classes are in the same subclass hierarchy.Also to centralize class selection code.Both of the classes which UFOEnemyShip and RocketEnemyShip is enemy ship and they have common properties.Also there can be more type of enemy ships.Using a super class instead of creating classes for each is more useful.

How did i employ the factory pattern?First of all,i created an abstract enemy ship class.This class includes the common things between ship types.Then i created UFOEnemyShip and RocketEnemyShip classes which extends enemy ship class.After creating this classes i created a factory class which is EnemyShipFactory.This class only creates ships.Lastly,i created the main class to execute what i want from factory.