THROUGH OUT DISCRIPTION OF DESIGN

-we made Game class that contain every thing about a game and singleton design pattern.

-we made object data class that contains methods(getXLocation(),getyLocation(),getMaxHeight(),issliced(),get Image().

-we made Fruit and bomb class that implements class objectdata and then added class FruitFactory contain method get fruit which containg the designpattern factory inside it and also BombFactory class that contains factory design pattern in it (objects from fruits and bombs).

-we made classes (watermelon,banana,orange)that extends Fruit class and containg constructor that contain images of fruits when un sliced and when slicedand in bombs bomb and fatal bomb.

-class memento to save the game in xml file using memnto design pattern.

-class IStrategy that containg changes happens in levels, the class (Level1,Level2,Level3)that implements class IStrategy which change number of bombs and speed of fruits.

-state design pattern is used in Timer class to connect timer with the game

-mvc is made in the classes Animation,Model and Main.