The Eclipse plugin did not work for me, so I decided to implement the AbstractFactory design pattern. I thought this design pattern could work well for creating different types of Resources. I implemented it using a Resource interface and two example types of Resources – food and warriors. I think this design pattern fits well here because it allows us to easily create a bunch of different resources using one factory that handles the creation of all of them. All I have to do to add a resource to the beehive is send the factory the name of the resource and it handles building the object and sending back the correct type of resource, which is really nice.

This implementation could be extended to add other types of resources, such as pollen or other types of bees besides warriors. Also, it could go beyond Resources and add factories for producing other objects that the program might need. AbstractFactory is a very flexible pattern.