

## Schedule

A	B	C	D	
Date	Bruce Lin	Cola Kong	Caleb Chan	
23-Mar	UML			
24-Mar	player Implementation	Game and main	Board-Display Implementation	
25-Mar				
26-Mar				
27-Mar				
28-Mar	player movement	buy, sell, improve		
29-Mar				
30-Mar	trading Mortgage auction Bankrupt	special events in non-prop		
31-Mar	testing debugging / Extra			

1. After reading this subsection, would the Observer Pattern be a good pattern to use when implementing a gameboard? Why or why not?

Yes. The Observer Pattern is a good pattern to use. Each Square or Property can notify the Board display when a change occurs, like player movement or improvements purchased. This makes display updates easier.

2. Suppose that we wanted to model SLC and Needles Hall more closely to Chance and Community Chest cards. Is there a suitable design pattern you could use? How would you use it?

Yes. The template method pattern is suitable. SLC and Needles Hall have different effects, but their behavior follows a similar pattern, and their effects are applied directly to the player. Using the template method pattern would allow you to define the shared control logic in an abstract base class, and let SLC and NeedlesHall subclasses define the specific calculations.

3. Is the Decorator Pattern a good pattern to use when implementing Improvements? Why or why not?

No. Although you can model improvements as decorators, it's better to store improvement level as an int inside the AcademicBuilding class. The Decorator Pattern would make rent calculations and display logic more complicated.