



In our case, the GamePlayHandler is considered the Subject, it is responsible for creating the observers.

Objects implementing CustomObserver are either decoded from the database or created from scratch if not found.

In case where the CustomObserver is found in the database, then the GameplayHandler is responsible for subscribing those to itself.

Those objects which are created from scratch are passed the GameplayHandler as a constructor parameter, the Observer then registers itself with the Subject.

Lastly if a CustomObserver is created within an object which has a reference to GameplayHandler, those observers could register themselves with the Subject, our project does not have such example.