



EnemyWave - Factory Method, Template

Uses an EnemyFactory class to create a number of enemies (entities), in accordance with the given difficulty level.

The EnemyWave (work in progress) stores a LinkedList of enemies, manages the number of enemies to create, and spreads the damage taken among its elements.

An enemy is removed from the Linked List if its health reaches zero, or it successfully completes its attack on the home tower. The first enemy in the list handles the attack. When an enemy is killed the next enemy in the list handles the attack. A higher level enemy is downgraded to a lower level enemy when it takes damage, and as long as its health is not zero.

Upgraded Enemies - Decorator

Enemy health is upgraded (granted a bonus health amount).

Work-in-progress... more functionality to be added, such as reduced damage taken and/or enhanced attack damage.