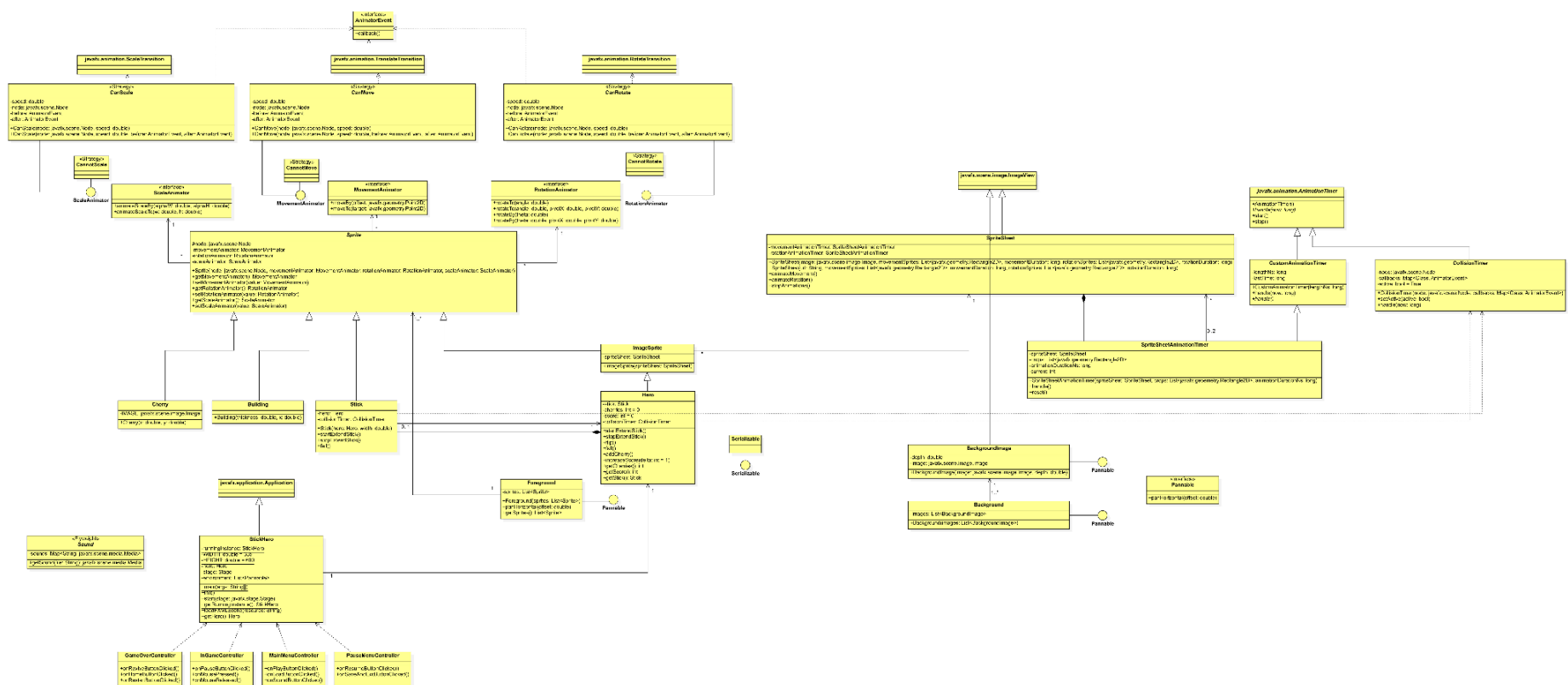# AP Project Submission 1

Group Members: Ankur Bohra (2022079), Saurav Mehra (2022465)

UML:

https://drive.google.com/file/d/1ojd0hzJaPcFdjvxX1DlQKQYNs5fnrZe5/view?usp=sharing
(Also present in the submitted folder: Classes.jpg)

Design Patterns:

Flyweight:
- Used for instances of the sound class
- Each unique sound has only one instance.

Strategy:
- Used in pairs for:
    - CanRotate, CannotRotate classes
    - CanMove, CannotMove classes
    - CanScale, CannotScale classes
- It allows for easily modifying the behaviour of all Sprite Objects.

Skeleton Screens:

Stick Hero

PAUSED

RESUME

SAVE AND EXIT

Stick Hero

214 🍒

GAME OVER!

SCORE
54

BEST
104

REVIVE?

🍒 x 5