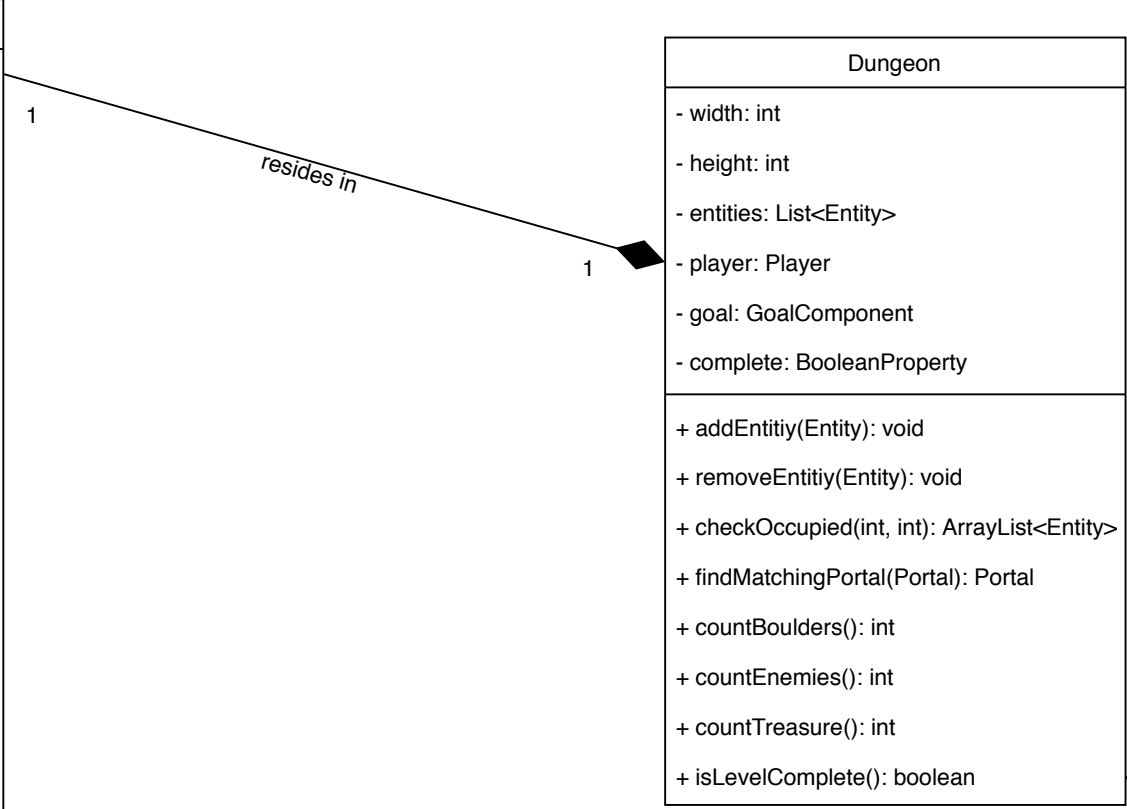
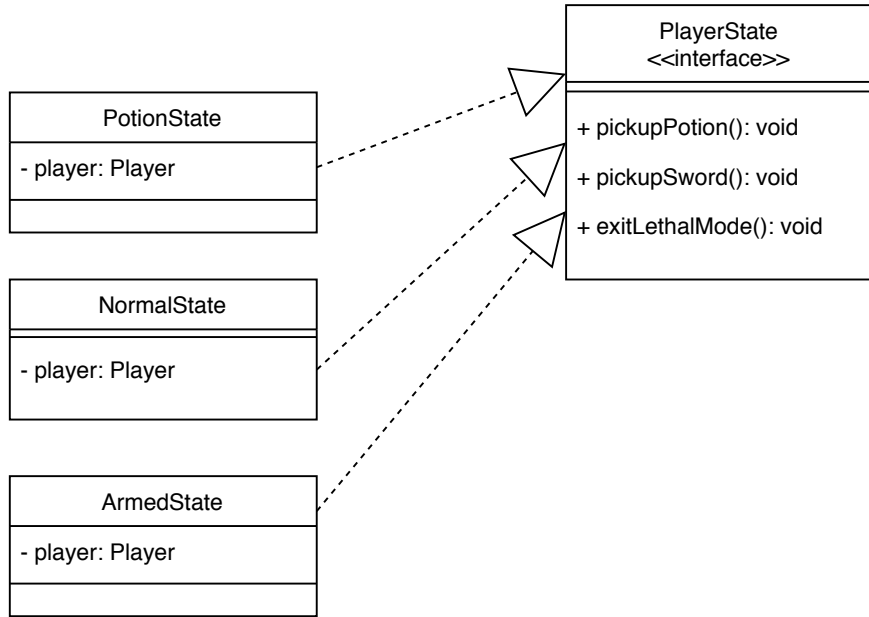
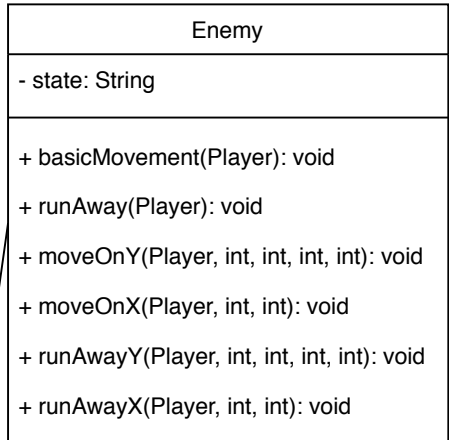
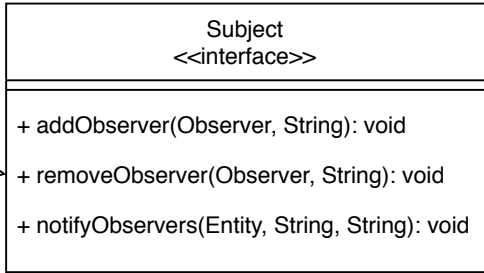
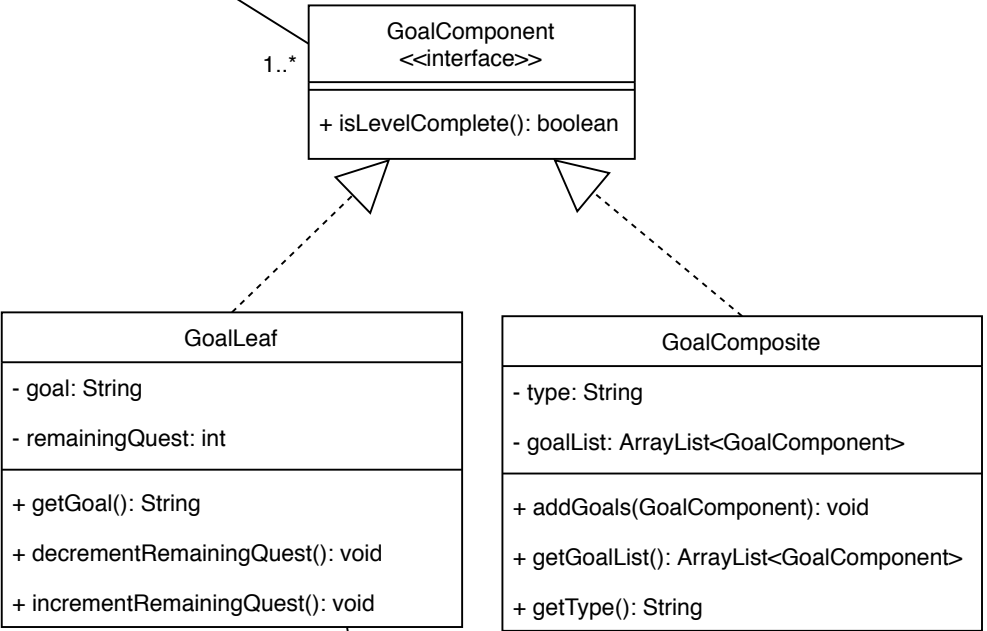


State Pattern:
- Depending on what the player is holding, they will have one of three states: PotionState, NormalState or ArmedState
- We have assumed that if they are holding a sword and potion, the potion overrides the sword.



Composite Pattern
- Goals will contain attributes that have counters of how many enemies/treasures are left
- Goals are combined into "AND" and "OR" type composite objects depending on simple or complex type goals



Observer Pattern:
- Enemies get notified when player picks up potion
- Goals observe player collisions to increment/decrement their counters
- Dungeon is an observer which ppens exits when goals have been complete

