Goonies, group 2

October 8, 2014

Phase 2 Design

1. Explain in detail how you will implement the Observer pattern in your Model.

Each Controller will implement an Observer on the client model which extends observable. When a change is made to the client model, the controller will automatically update.

1. Explain in detail how you will use the State pattern to change the behavior of your MapController depending on the current game state. What are the different states? What will be the MapController’s behavior in each state?