CS3610 Assignment 7: Behavioral Design Patterns

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Problem.

We have an online game that is being updated by the developers. To update all of the games simultaneously, we will use the observer pattern. This way users can log in to their online game and be updated immediately if one is available. It's a one to many relationship so when the object is updated all the dependents will be. The app server updates the game for all the users and keeps track of each user with a client ID.