

Design Pattern 1: Singleton

Date Found: 12/2/23

Pattern: Difficulty class is a version of the singleton design pattern. Only one version of this class can exist inside the main() file and it controls multiple attributes and behaviors for changing difficulty.

Location in Source Tree: TeamA-Tetris-Project > src > Difficulty.py

Design Pattern 2

Date Found: 12/2/23

Pattern: State pattern is used in tetris_verFinal.py. in the event game loop on line 113, the state pattern is used to track when new keys are pressed. loop calls certain methods based on which keys are pressed.

Location in Source Tree: TeamA-Tetris-Project > src > tetris_verFinal.py

Design Pattern 3

Date Found: 12/2/23

Pattern: Strategy pattern is used in Difficulty.py. The strategy pattern is used to change the difficulty of the game during session. The difficulty is changed by changing the speed of the game.

Location in Source Tree: TeamA-Tetris-Project > src > Difficulty.py