

Pattern Name: Strategy

Class: Game

Driver (i.e. one that calls
the strategy)

Class: GridMap

context

Level1/Level2
(interior Methods)

Strategies

Purpose: Implement different levels to be played by the
chips game

Pattern Name: Factory

Class: block

Interface

Class: WallBlock/
BlankBlock/Portal

Objects of factory

Class: yellow/red/blue/
greenWallBlock

Objects of Factory

Class: GridMap

Factory

Purpose: streamline the initialization/creation of
different tiles as necessary for both setup and play
throughout the game

Pattern Name: State

Class: Chip

“Interface”

chipImageView

Implementation

Game

Context

Purpose: update the appropriate state of chip to mimic movement appropriately