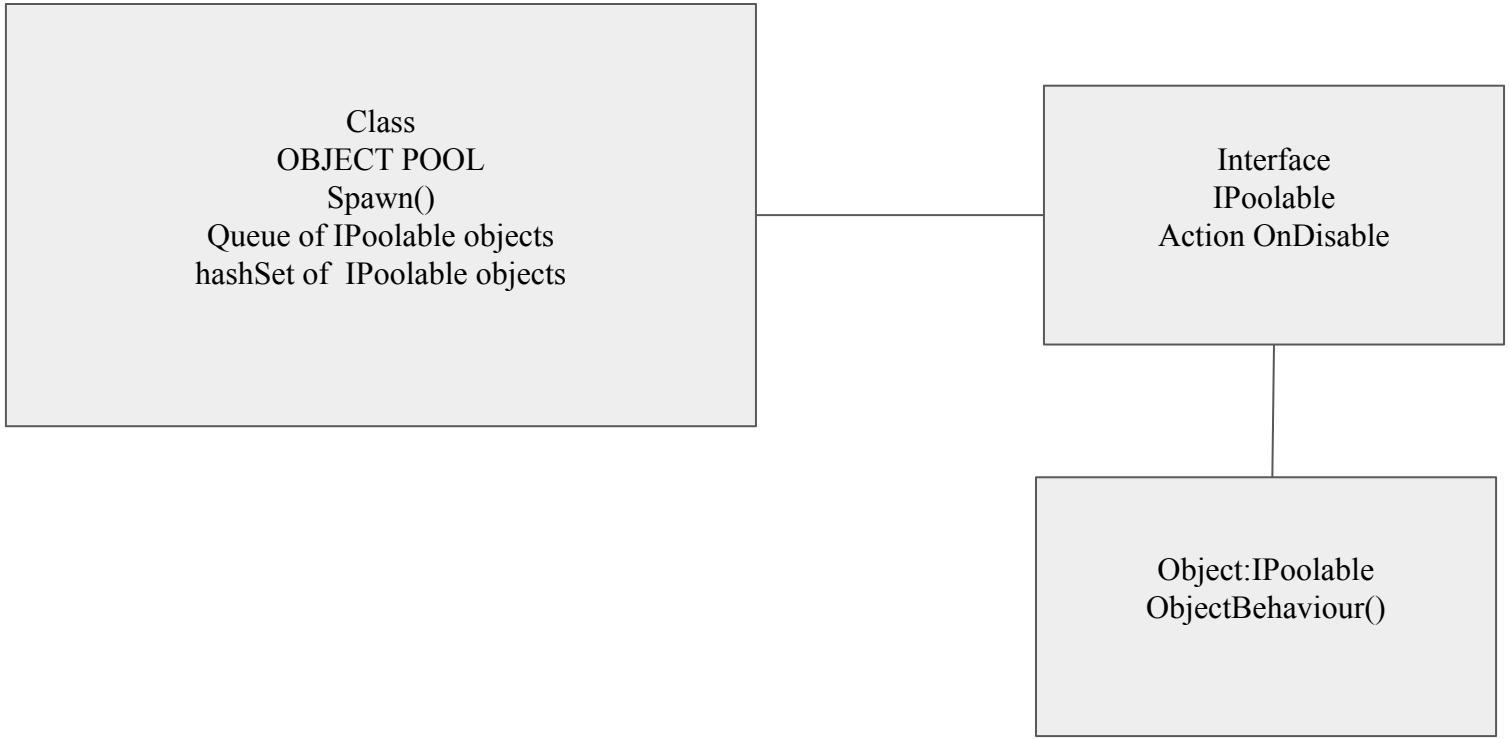
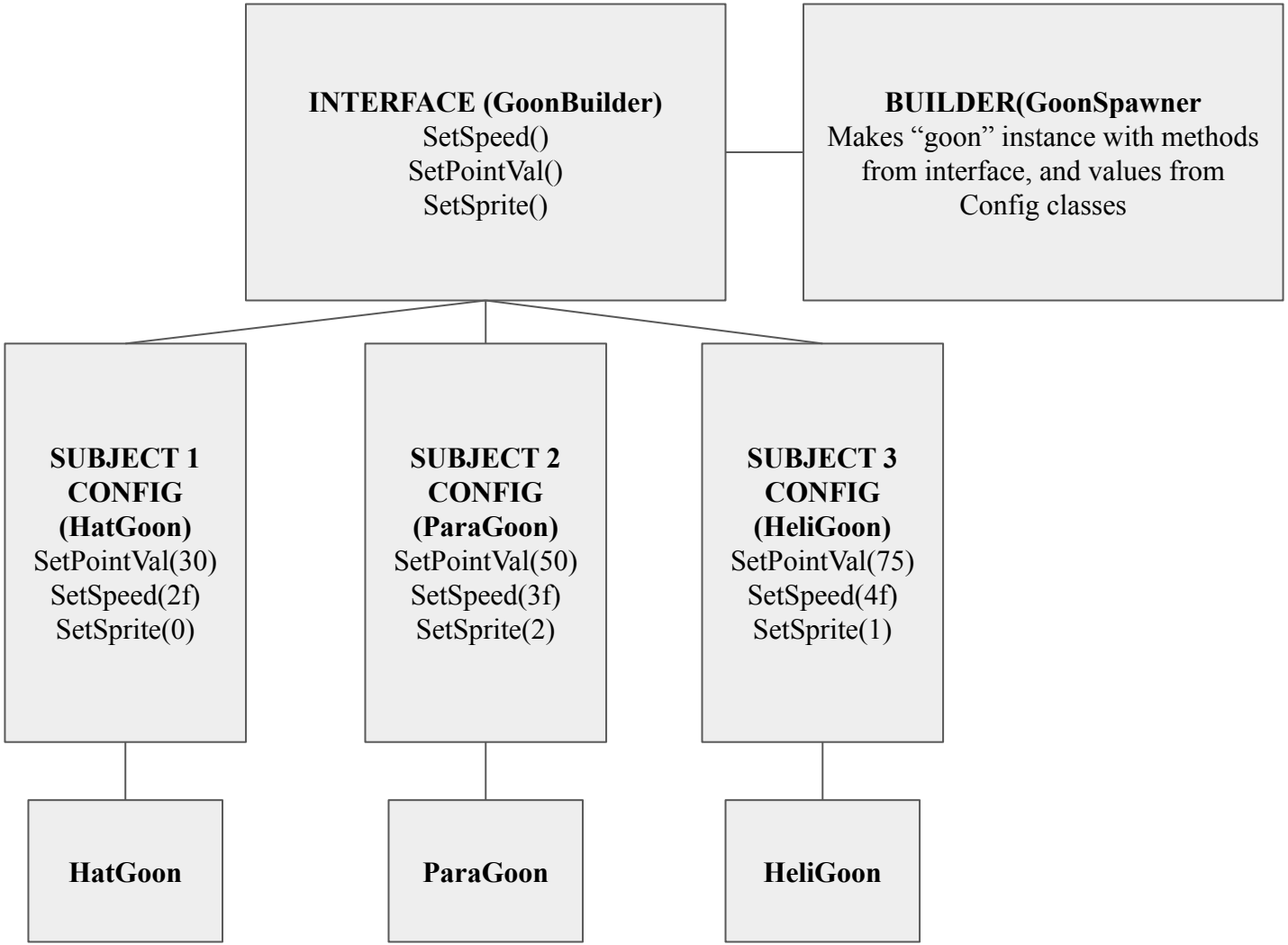
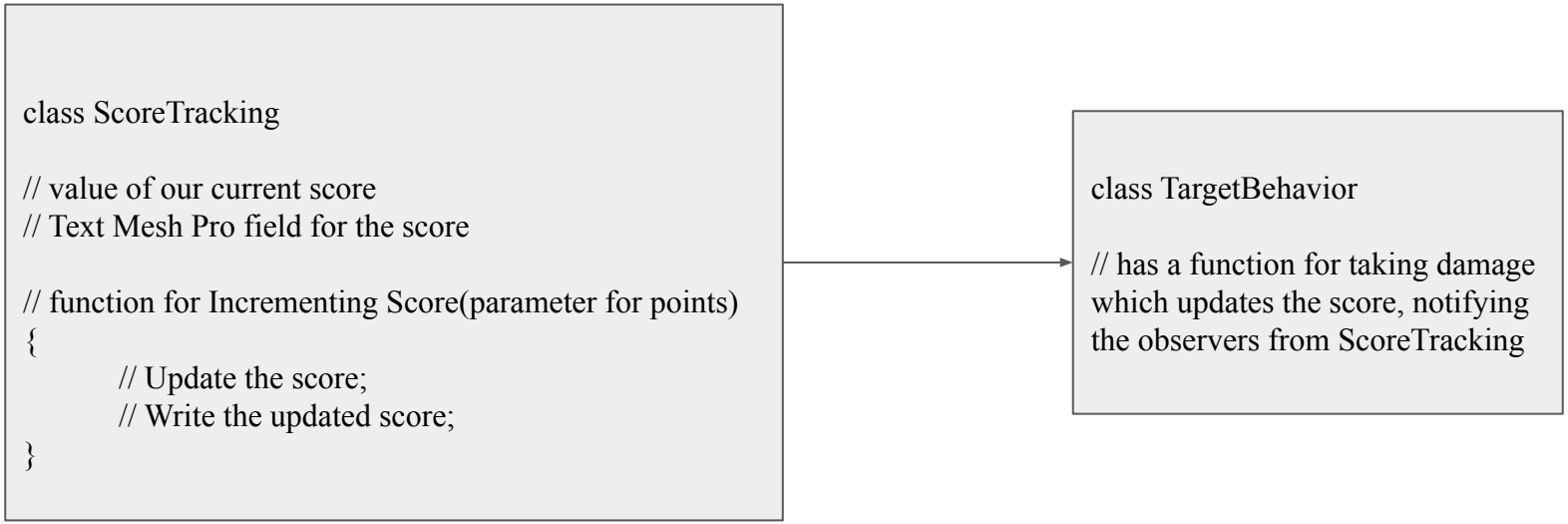

Class
OBJECT POOL
Spawn()
Queue of IPoolable objects
hashSet of IPoolable objects
Interface
IPoolable
Action OnDisable
Object:IPoolable
ObjectBehaviour()


INTERFACE (GoonBuilder)
SetSpeed()
SetPointVal()
SetSprite()
BUILDER(GoonSpawner
Makes “goon” instance with methods from interface, and values from Config classes
SUBJECT 1 CONFIG (HatGoon)
SetPointVal(30)
SetSpeed(2f)
SetSprite(0)
SUBJECT 2 CONFIG (ParaGoon)
SetPointVal(50)
SetSpeed(3f)
SetSprite(2)
SUBJECT 3 CONFIG (HeliGoon)
SetPointVal(75)
SetSpeed(4f)
SetSprite(1)
HatGoon
ParaGoon
HeliGoon

Observer Pattern:



Binary Saving System

class **BinarySavingService**

```
Save(saveObject) method
{
   //instantiates new Binary formatter
   //Creates save file for saveObject.score property
}

Load(binarySaveObject) method
{
  if (//check if save exists)
   {
      //Open save file
      //call LoadScore(int) on ScoreTracking class
   {
{
```

class **ScoreTracking**

// contains public, serializable score value

//LoadScore(score) method is called on BinarySavingService to update score when Load() method is used

class **PlayerControl**

//Call BinarySavingService.Save() when “Return” is pressed

//Call BinarySavingService.Load() when “Right Shift” is pressed

JSON Saving System:

```
public interface ISaveable
{
        // save ID & JSON ID, load from SaveJSON
}
public class SavingService
{
        // Unity Save Actions, SaveGame function, LoadGame function, save keys
}
```

```
public abstract class SaveableBehaviour : MonoBehaviour, ISaveable, ISerializationCallbackReceiver
{
        // public Save IDs, before serialize & after deserialize, load from SaveJSON data
}
```

```
public class TargetBehavior : TransformSaver, IPoolableObject
{
        // LoadFromData override that gets positions of the targets and places them
}
```

```
public class TransformSaver : SaveableBehaviour
{
        // savedData override that returns serialized transform keys
        // LoadFromData override that sets transform vectors to deserialized keys
}

Used for the Player and the Goons
```