

## **Observer Pattern**

**Introduction:** The observer design pattern defines a one-to-many relationship between a set of objects. When the state of one object changes the state of all other dependent object gets notified. The main aim of implementing this design pattern is to maintain consistency without tight coupling.

In my project this design pattern suits best in case when of updating a Ninja Life cycle. When a ninja collide then its power should gets subtracted and also if power gets lower than a threshold value then the life should end while in case of power up i.e. when ninja collects one life up power then with the power bar one more life should be added to its life cycle.

