**Chain of responsibility pattern**

Chain of responsibility pattern avoids coupling of sender to it’s receiver by giving more than one object to handle to request. It is used when we are not sure which object can handle the request.

There were multiple obstacles in our various world levels which our protagonist must get rid of to clear the level. So the protagonist shinobi will fire weapons which will destroy the obstacles.

Using chain of responsibility, we can pass multiple objects the message and the obstacle it is fired at can handle the request and destroy it’s instance.

Classes

• Handler (Interface)

◦ defines an interface for handling requests.

• DamageHandler

◦ handles requests it is responsible for.

◦ can access its successor.

◦ if the Obstacle can handle the request, it does so; otherwise it forwards the request to its successor.

• Client

◦ initiates the damage request to a obstacle object on the chain.

