

# deliverIT

-Think Quick, Act Fast



# Goal

- Test How fast you think...
- Test How fast you Act...



1. The Goal of the game is to deliver all the packages to the destination before the time ends.

2. The user has \$9 as budget to do it.

3. Each trip of an ambulance costs \$3.

4. Each Trip of a Car Costs \$2.

5. Each Trip of a Rocket costs \$1.

6. The Ambulance can carry all the three types of packages.

7. The Car can carry Plant and Flower.

8. The Rocket can only carry Flower.

9. Each vehicle can carry a max of items at for a trip and can also be started empty.

10. The time taken by the vehicles depends on the no of packages its carrying 6, 12 & 18 sec for 0, 1 & 2 packages.

11. Winning or loosing the game depends on how quickly you think and assign the packages to the correct vehicles.

Good Luck and Press the Go back to Get back to the Start.

**Go Back!!!**

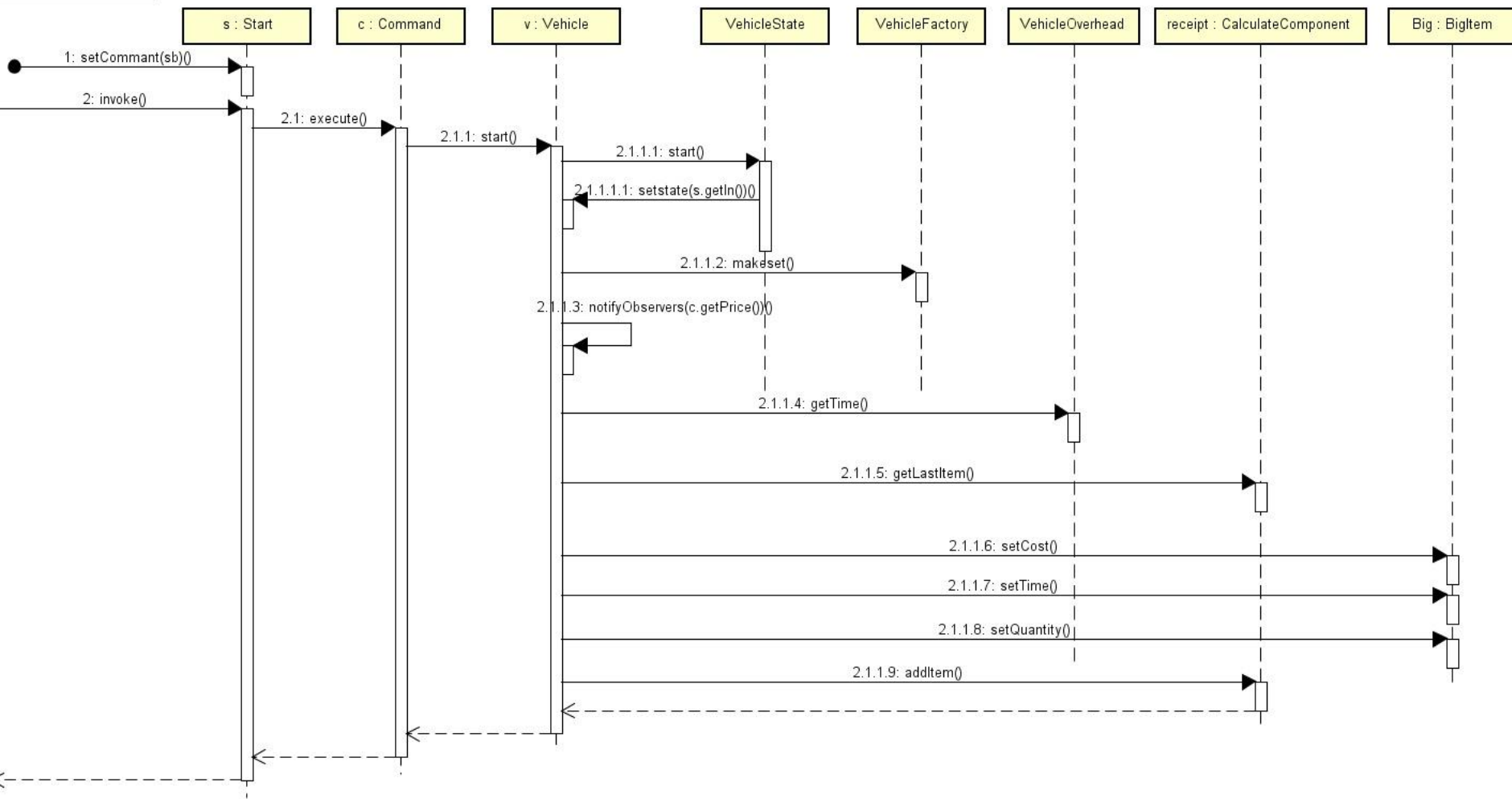
# What Patterns?

- Command
- State
- No Singleton
- Observer x 2
- Factory
- Composite
- Chain-Of-Responsibility
- Decorator

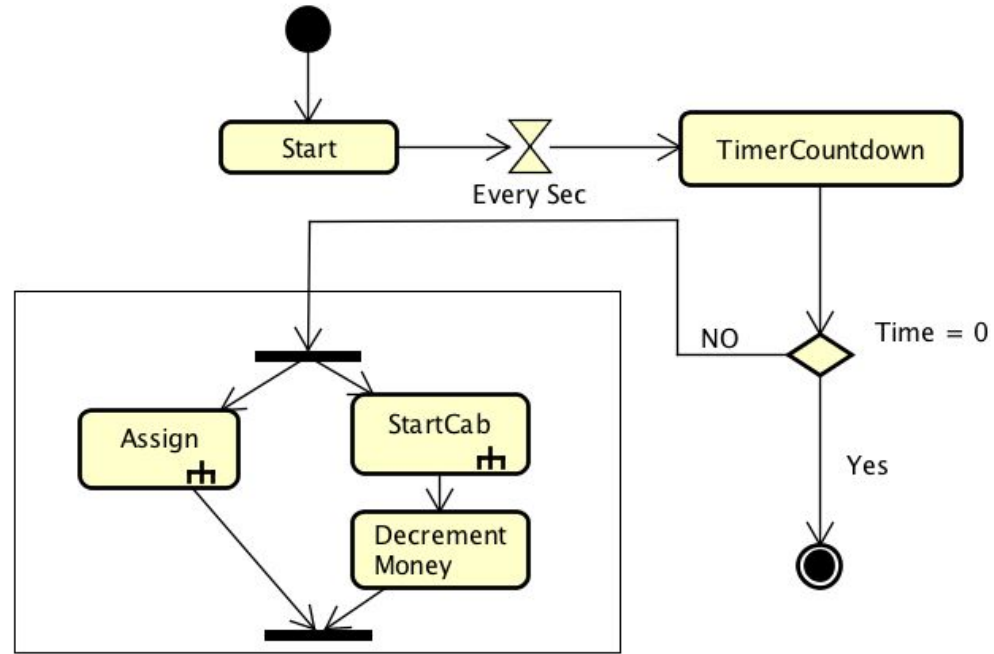


# Use Case Diagram

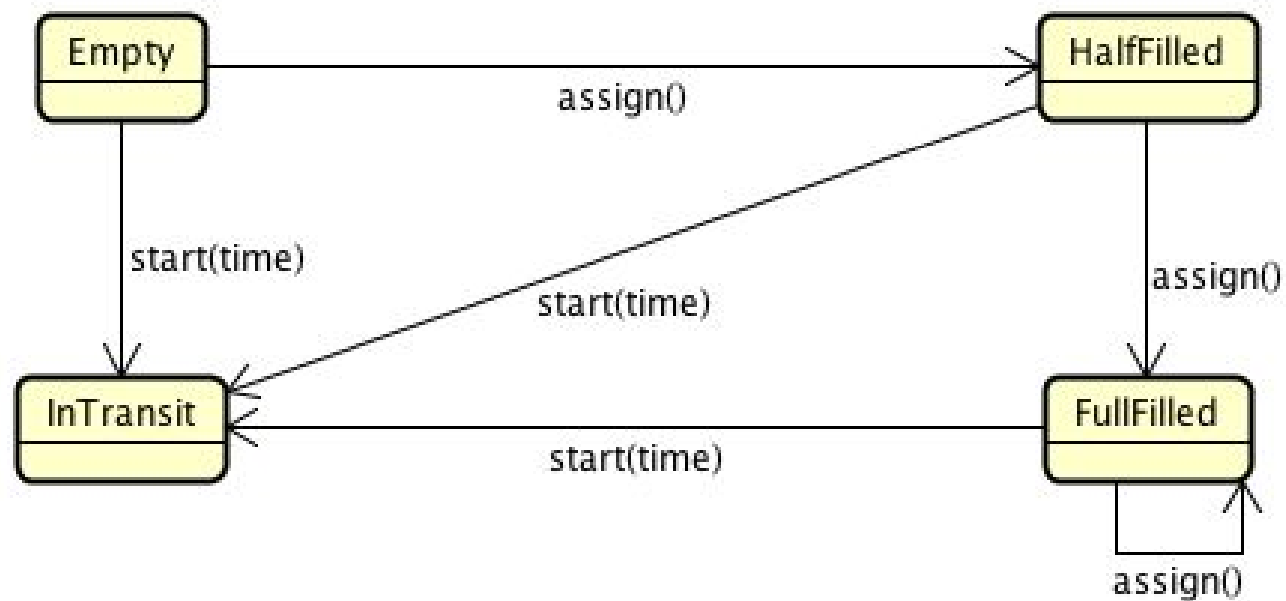




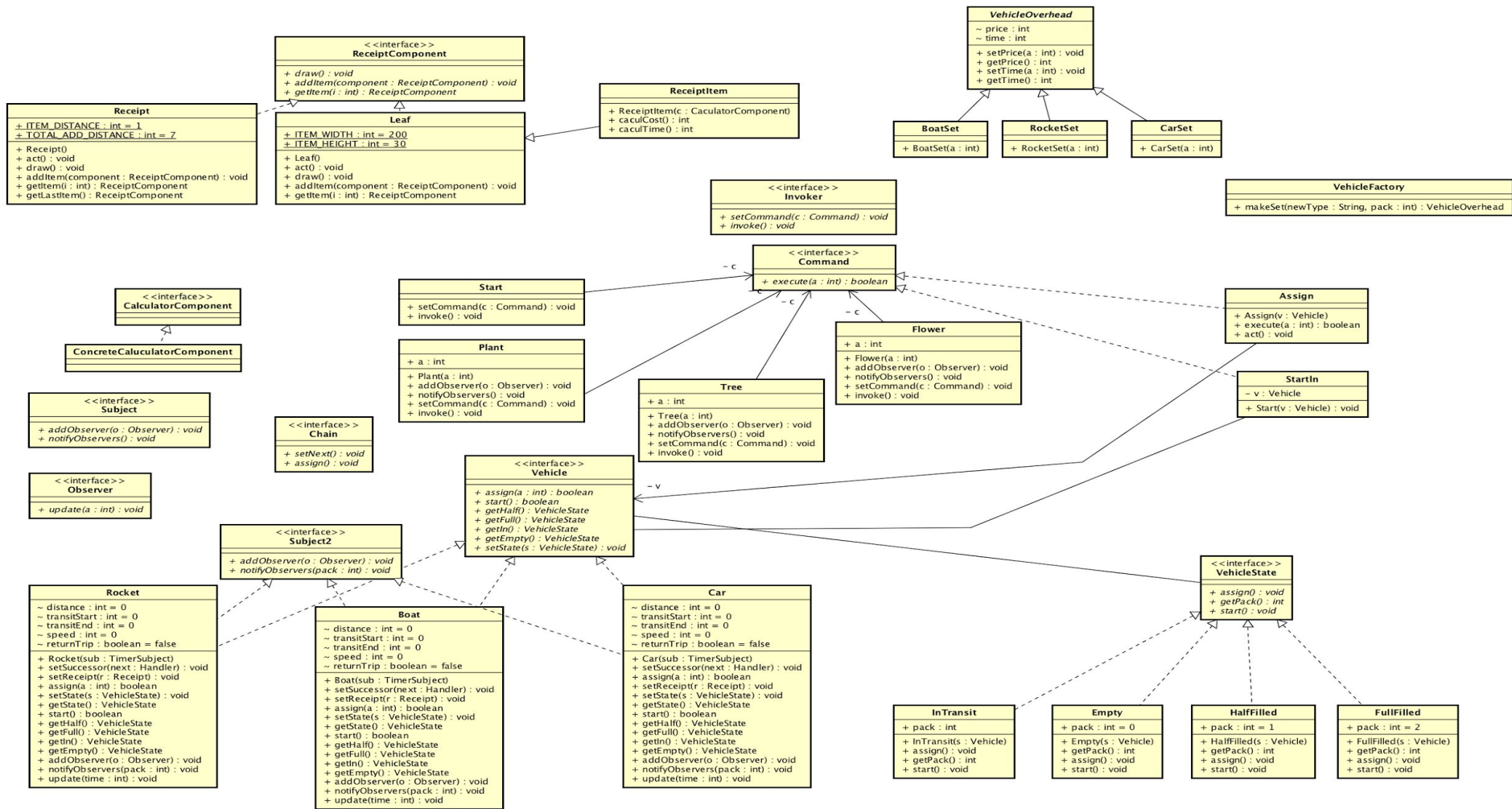
Sim



stm Statemachine Diagram0







**ENOUGH!**

**let's  
play**



