

## Design Pattern CCSW 413

### Project Stage 4

NAME	ID
Ashjan mohammed Alomar	1809839
Manal Fathi Hussien	1706943
Mashail Abdullah Algamdi	1876100

Design Pattern	Reason to Choose (why?)	Classes Involved
Strategy	We implemented the strategy design pattern since the cell subclasses have the same behavior with different implementation and be changed during run time	Cell class  Command class  Purchased class  Taxes class  Renting class
Mediator	We choose Mediator design pattern to create a chat room that allows players to communicate with each other during the game.	Player class  PlayerChat class