



Skin Decorator Pattern

Development:

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Context

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Diagram

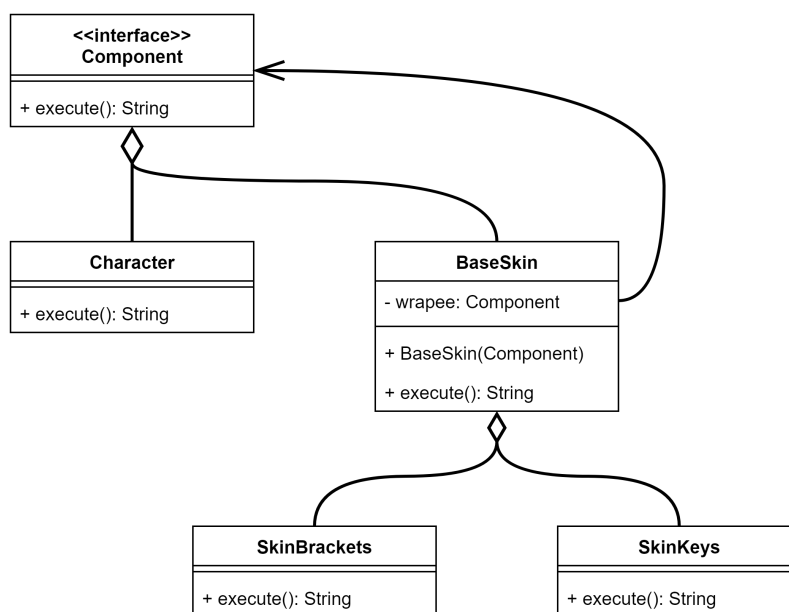
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Context

A game is in development at the company, so then we need to make some implementations of the ideas and create a game where you can create your own customizable character, you can add layers of skins to personalize it as the player wants.

Diagram


A diagram was made to represent the architecture of the game customization.



Here we implement the decorator pattern to implement the customization of characters, where each base skin can be placed one another like a stack, and each skin will attach to the character object.

Unit tests

On the testing of the project, we accomplish the objective of reaching 98% of the coverage of the unit tests, which means that our code is ready to deploy.

Element	Coverage	ed Instructions	ed Instructions	tal Instructions
>  MarceloG_DecoratorPattern	98.1 %	157	3	160