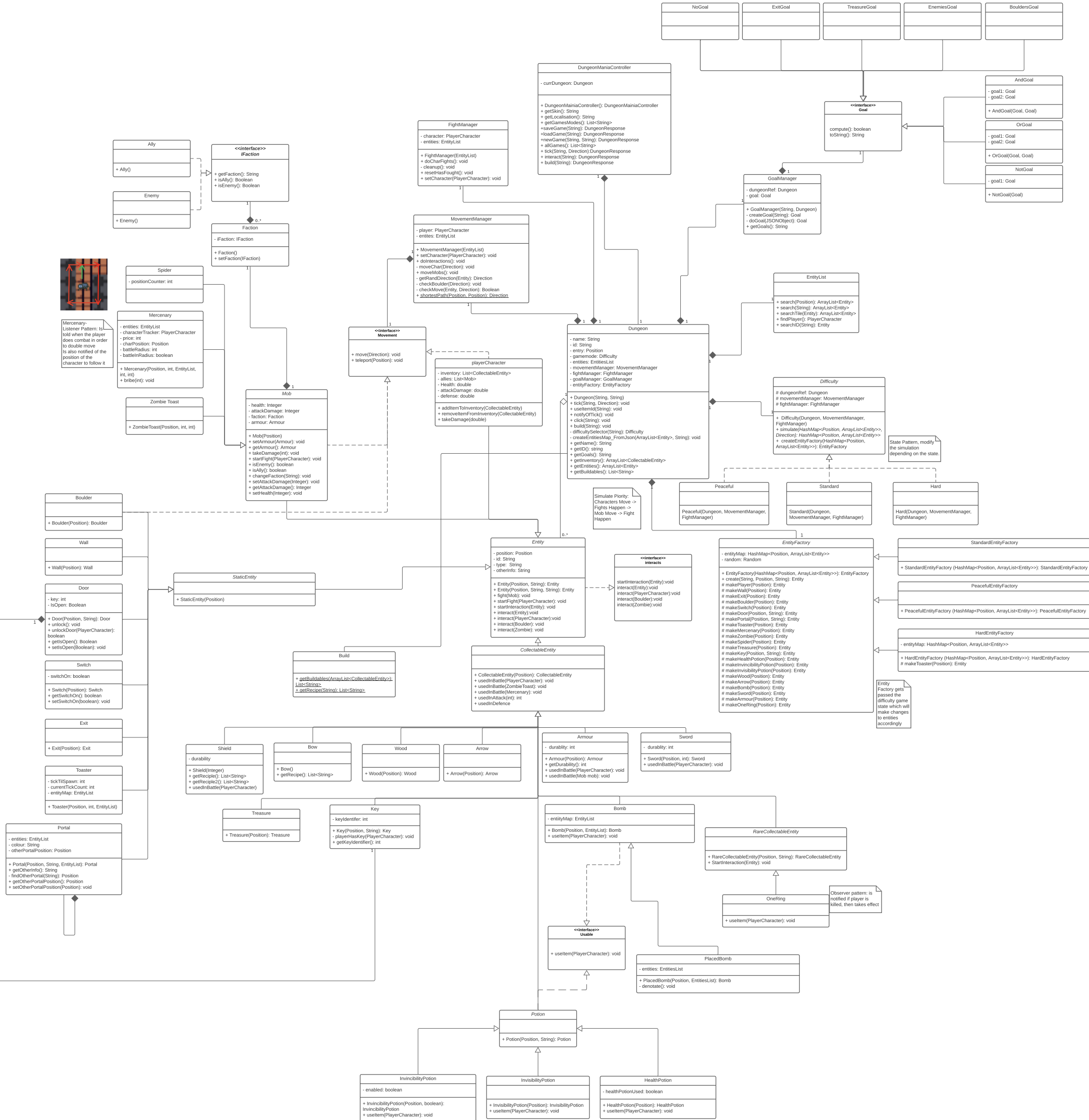


Mercenary-Listener Pattern: Is told when the player does combat in order to double move. Is also notified of the position of the character to follow it



Simulate Priority: Characters Move -> Fights Happen -> Mob Move -> Fight Happen

State Pattern, modify the simulation depending on the state.

Entity Factory gets passed the difficulty game state which will make changes to entities accordingly

Observer pattern: is notified if player is killed, then takes effect