Scene:

The scene consists of 21 galaga enemies and one player. The enemies slowly move towards the player. The player can move left and right and shoot at the aliens.

Singleton:

The singleton works by using a base singleton class that checks if the instance exists and if not then it creates a new instance of itself, if it does then it deletes the instance. The singleton was implemented via an enemyManager script. The enemyManager script accesses all of the enemies and increases their speed every 30 seconds.
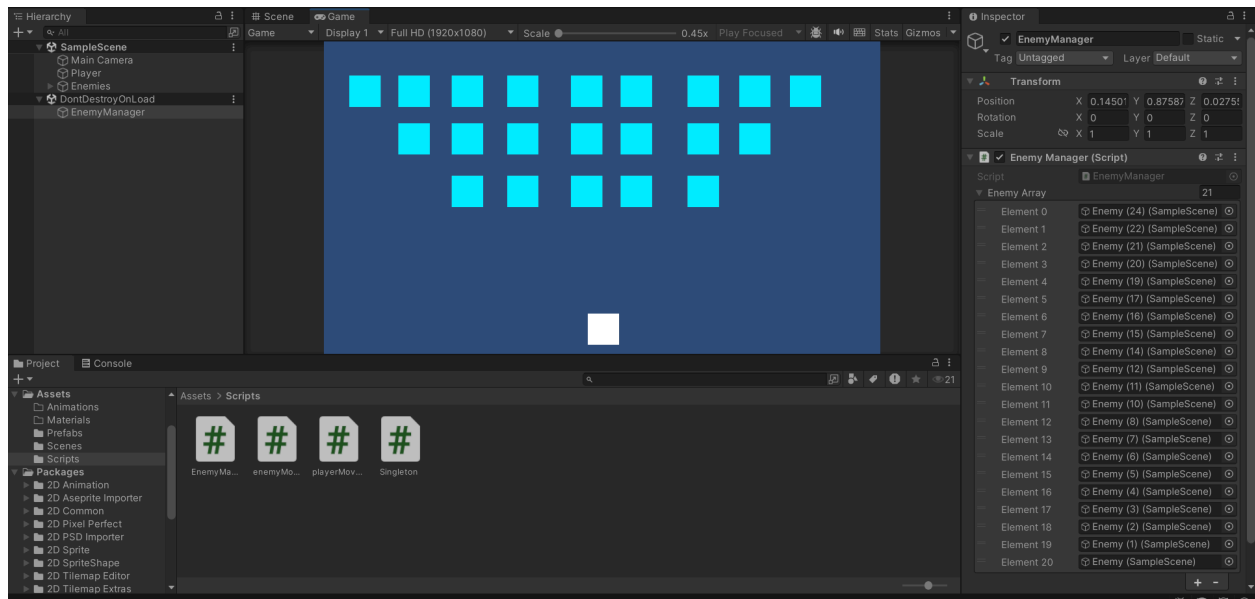
Observer:

The observer is used by having the subject notify the observers (the aliens) in state changes to the player. If the player is dead, the observers are notified and stop moving. It was done like this so that each object can know if the player is alive or not.

Factory Pattern:

The factory pattern is used in the scene when the player fired their weapon. When they fire their weapon a prefab gets loaded and shot out.