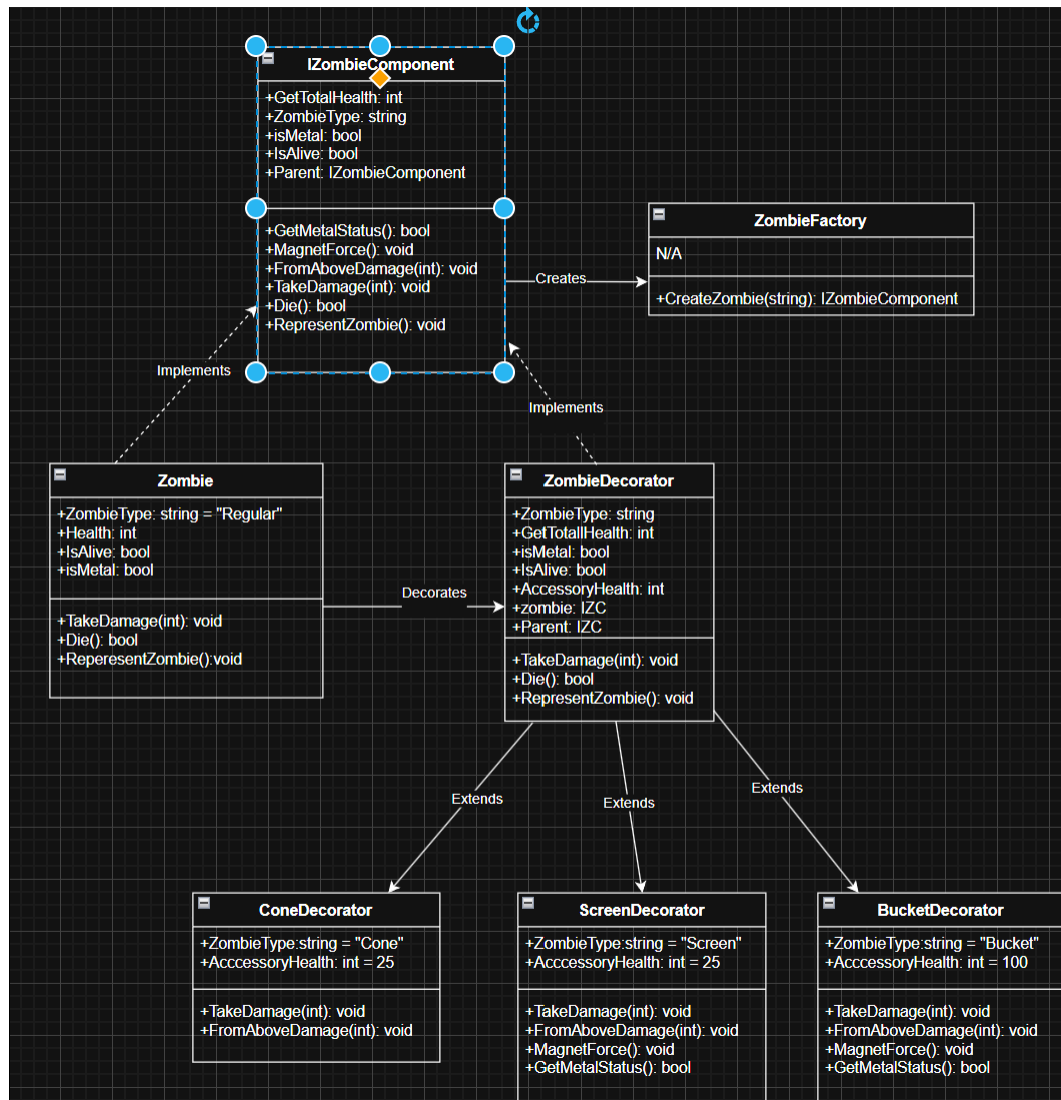


1.



3. Between the composite pattern and the decorator pattern, I feel as if the decorator pattern does make more sense in this application. The reason is because any zombie with an accessory is a regular zombie in the end just with some added logic depending on what is needed. This ensures that additional logic can be allocated to certain zombie types, allowing for more streamlined code. Yet, if we needed an accessory itself to do something after a zombie dies, or have an accessory not be deleted within memory, then it might be

better to go with something like the composite pattern, since within this pattern, an accessory object is being made for each type.