

## Chosen Design Pattern: Adapter Design Pattern

Justification for the Adapter Design Pattern. Unity has a lot of built in classes and features that us as the Software engineers don't need to use. Almost every class we use has 10's of features that are obsolete to us, and either would hinder our program or not affect it in a meaningful way. So we adapt it to fit in our program how we need. For the Camera, we take the big overarching class that is the camera system in Unity, and adapt it to be able to use 2 instances of it, change its limits of view, change how it reacts to move it, and adapt it to our use. For a menu, we take an overarching class called a "canvas" and we adapt it to our needs to act as a pause and help menu.

