DESIGN PATTERN REPORT

1-SINGLETON DESIGN PATTERN :

USED IN THE GAME TO MAKE A SINGLE OBJECT FROM A GAME IN GAME CLASS.

2-MEMENTO DESIGN PATTERN:

USED IN THE GAME INORDER TO SAVE THE GAME AND SAVE THE SCORE AS THE BEST SCORE IS USED IN THE GAME.

3-FACTORY DESIGN PATTERN:

USED IN THE GAME TO MAKE OBJECTS FROM FRUITS AND BOMBS INORDER TO USE IT DIRECTLY WITHOUT MAKING A LOT OF OBJECTS IN THE CODE.

4-STATE DESIGN PATTERN:

USED IN THE GAME , ESPECIALLY IN THE TIMER PART

5-STRATEGY DESIGN PATTERN

USED IN THE GAME INORDER TO MAKE THE 3 LEVELS FROM CLASS ISTRATEGY INORDER TO CHANGE THE SPEED OF FRUITS AND BOMBS AND NUMBER OF BOMBS IN THE GAME.