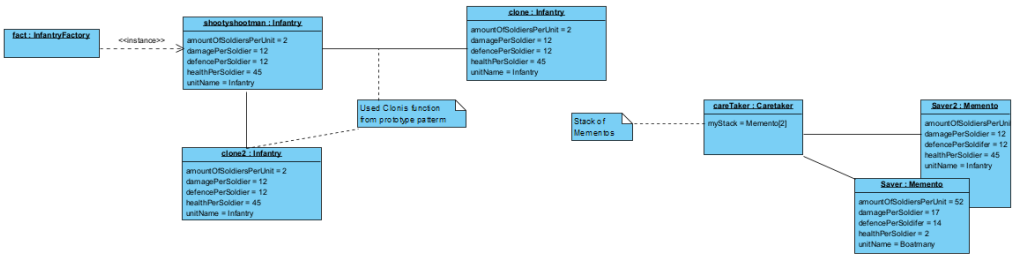
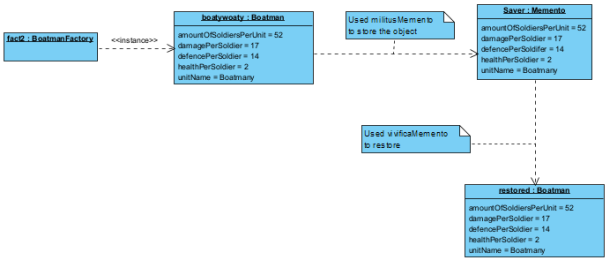
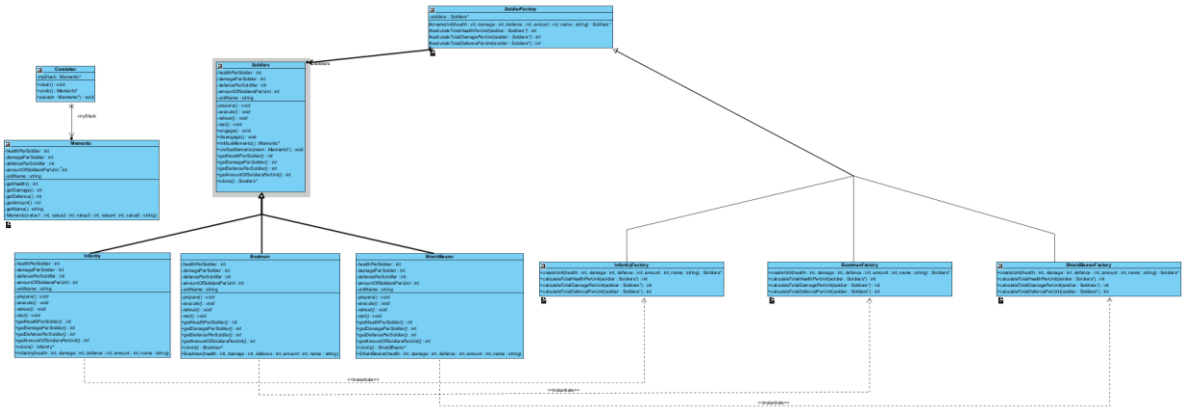

fact : InfantryFactory
<<instance>>
shootyshootman : Infantry
amountOfSoldiersPerUnit = 2
damagePerSoldier = 12
defencePerSoldier = 12
healthPerSoldier = 45
unitName = Infantry
clone : Infantry
amountOfSoldiersPerUnit = 2
damagePerSoldier = 12
defencePerSoldier = 12
healthPerSoldier = 45
unitName = Infantry
Used Clonis function from prototype patterm
clone2 : Infantry
amountOfSoldiersPerUnit = 2
damagePerSoldier = 12
defencePerSoldier = 12
healthPerSoldier = 45
unitName = Infantry
Stack of Mementos
careTaker : Caretaker
myStack = Memento[2]
Saver2 : Memento
amountOfSoldiersPerUni
damagePerSoldier = 12
defencePerSoldifer = 12
healthPerSoldier = 45
unitName = Infantry
Saver : Memento
amountOfSoldiersPerUnit = 52
damagePerSoldier = 17
defencePerSoldifer = 14
healthPerSoldier = 2
unitName = Boatmany


fact2 : BoatmanFactory
<<instance>>
boatywoaty : Boatman
amountOfSoldiersPerUnit = 52
damagePerSoldier = 17
defencePerSoldier = 14
healthPerSoldier = 2
unitName = Boatmany
Used militusMemento to store the object
Saver : Memento
amountOfSoldiersPerUnit = 52
damagePerSoldier = 17
defencePerSoldifer = 14
healthPerSoldier = 2
unitName = Boatmany
Used vivificaMemento to restore
restored : Boatman
amountOfSoldiersPerUnit = 52
damagePerSoldier = 17
defencePerSoldier = 14
healthPerSoldier = 2
unitName = Boatmany


SoldierFactory
Caretaker
Memento
Soldiers
Infantry
Boatman
ShieldBearer
InfantryFactory
BoatmanFactory
ShieldBearerFactory