

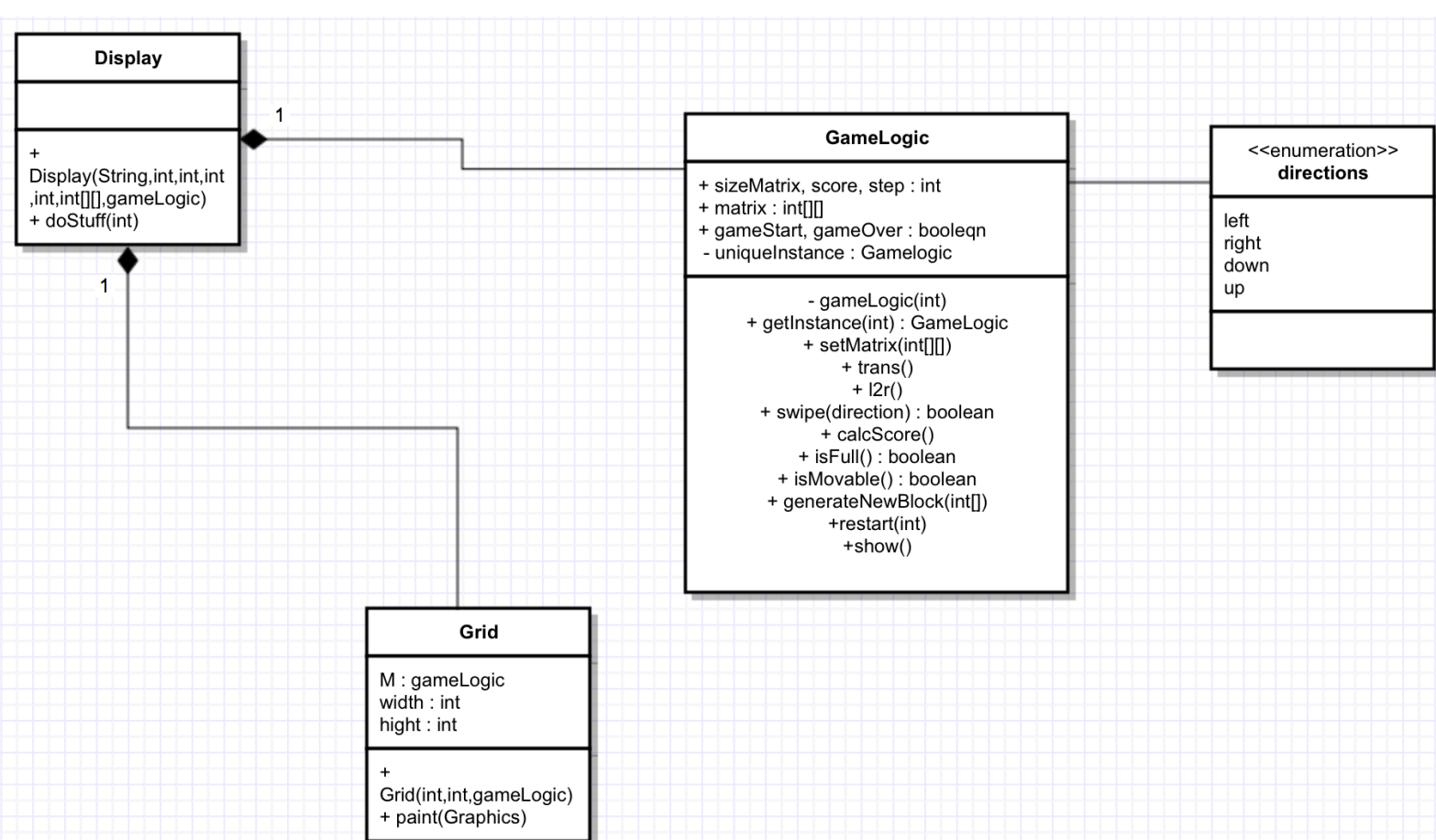
Assignment 1

Design Pattern description:

At first we instantiated an object of the class gameLogic by calling the constructor. we decided to implement the singleton pattern for the class gameLogic, so that only one instance of the object exists during the game.

Diagrams:

* Class diagram:



* *Sequence diagram:*

