

Assignment 2

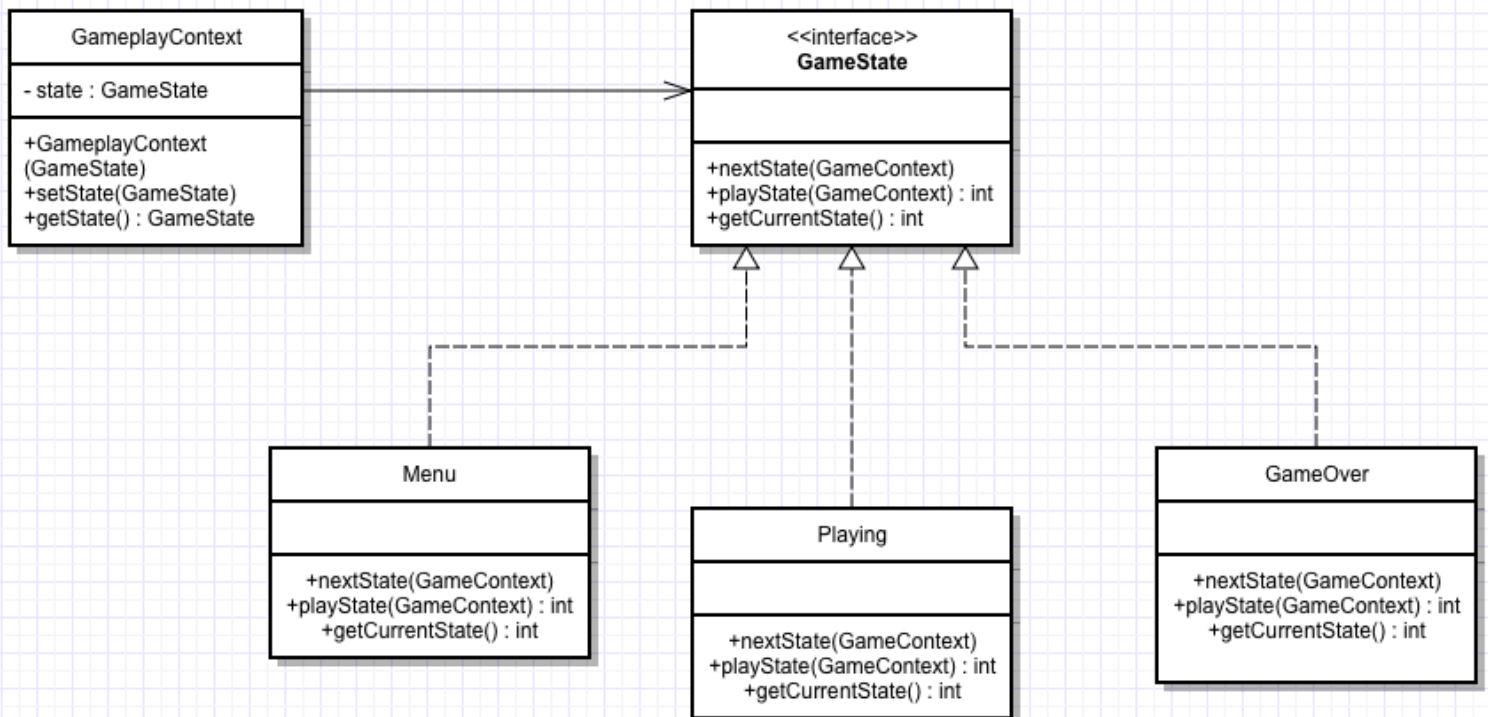
Design Pattern description:

We implemented the state pattern. Now we have a Menu, a Playing and a Game Over state, which are all implementing the GameState interface.

The GameContext class is saving the current state of the game.

Diagrams:

* *Class diagram:*



* Sequence diagram:

