

Pattern: Observer	
Class:	Role:
Monster	Observer
Chip	Observable
Purpose: Monster needs to observe chip in order to change states	

Pattern: State	
Class	Role
Monster State	State interface
Monster Sleeping	Change Image and hold monster still
Monster Left	Move monster Left
Monster Right	Move Monster Right
Purpose: Handle Monsters movement and allow to not move when chip isn't near	

Pattern: Strategy	
Class:	Role
Door	Interface
Blue Door	inherit Door
Red Door	inherit Door
Allow for different types of Doors to be placed on map and act different w/ keys	

Same done  
✓ for Doors