Pattern name: Singleton

Class Name	Role in Pattern
ChipGame	Singleton Pattern
ChipMap	Singleton Object

Purpose: There is only one map instance running within the system at any given time. This one map may have multiple levels though

Pattern name: Observer

Class Name	Role in Pattern
Bug	Observer
Chip	Observable

Purpose: The bug will observe chip and move to attack.

Pattern name: Strategy

Class Name	Role in Pattern
Key/Door	interface
Red/Blue/Yellow/Green	implements

Purpose: All doors act the same and all keys act the same. I won't have to change code to add a door or key