Document describing patterns used, why each pattern was used, and corresponding UML as it relates to the classes in your project

In the Dungeon System, the Dungeon class used the Singleton pattern to prevent more than one dungeon from being created. The Dungeon has a Grid that contains Tiles, and each of the tiles can be randomly generated or have a static grid. For the dynamically created grid, I use a TileFactory to abstract away the logic for creating the random tiles from the Grid to the TileFactory. The corresponding UML for the Dungeon System is located in the DungonSystemUML.pdf.