Software design patterns

We choose two design patterns that were discussed in class, to improve our code.
The first design pattern we chose was the Strategy design pattern. This leads to organised code. And it is easier to modify the suture or to add a class that is similar but has differed end functionality.

This design pattern makes the unit model more organised with the strategy design pattern. The new interfaces that are implemented are Draw and Movable. These two interfaces take over the functionality drawing the unit on the canvas and making sure the unit can move, respectively.

The second design pattern is the Singleton Pattern. The Singleton Pattern ensures a class has only one instance, and provides a global point of access to it. This is handy for things that are needed for the whole program. In our game we use the singleton Pattern for our logger. The logger has one specific function that is the same for all objects that use it. So that's why the this pattern is useful for the logger.