

# Assignments sprint #2

## Design Patterns

### Strategy pattern

The Units in our game share a similar kind of movement and drawing, but all implement those in different ways. A strategy pattern fits this model. The Unit class implements the strategy pattern.

### Singleton pattern

There is only one Logger in the system, so it makes sense to make this a Singleton. A Singleton is a class of which only one instance can be made of, by using a private constructor. Having multiple loggers could give the system unexpected behaviour.