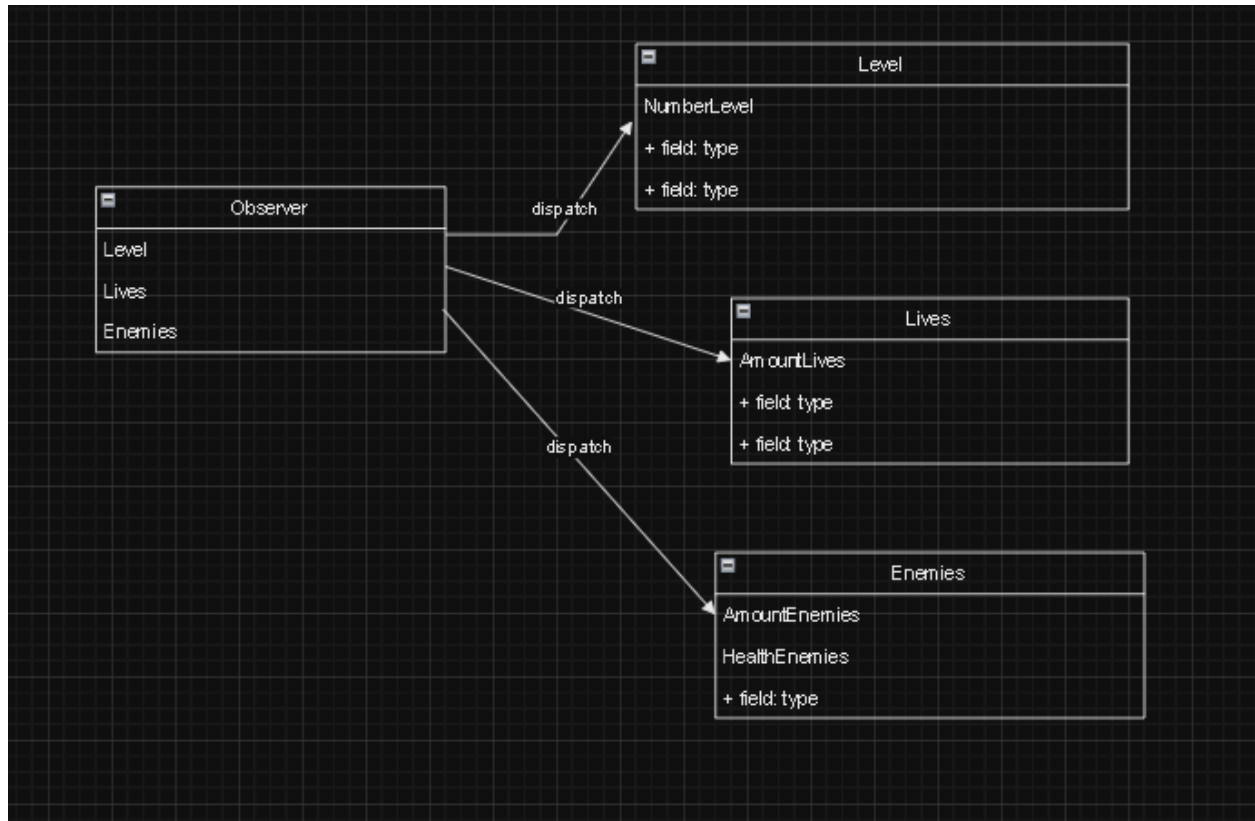
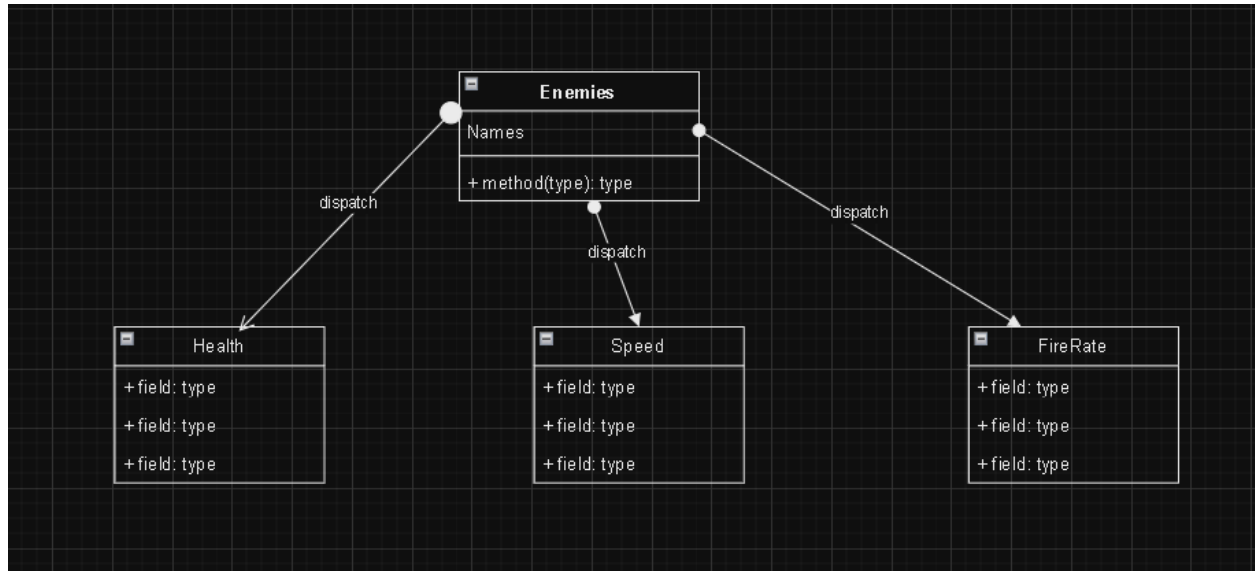


- When the player wants to save their progress at any point, they can call on the singleton to do that for them. It does that by saving the last point that the player was at, then it recalls it when the player is ready to play again.
- In terms of battle city the singleton saves the level, the amount of lives, the amount of enemies that the player has to defeat, then when the player is ready to continue the singleton retrieves all of that information.
- Having the singleton retrieve and save information for the player, makes the player feel like playing the game is enjoyable and not something that they need to finish right away.



- The player has a lot of things that they need to watch out for in the game, which the observer can help them keep track of.
- Certain levels might have enemies that are faster and stronger, which the observer can keep track of.
- The amount of lives that the player has, the observer keeps track of it, when the player loses all their lives, the observer activates the game over screen.
- The observer also keeps track of the amount of enemies that the player has to defeat and their health.
- Having an observer track all of that information makes the player feel like the game is increasing in difficulty without making the player feel like beating the game or level is impossible.



- The factory command can be used to create the enemies and give them their health, speed, abilities, and fire rate.
- Certain enemies will have more health than others.
- Certain enemies have a higher fire rate than others.
- Certain enemies are faster than others.
- Having different types and kinds of enemies gives the game depth and gives the player something to think about when they start getting higher in the levels.