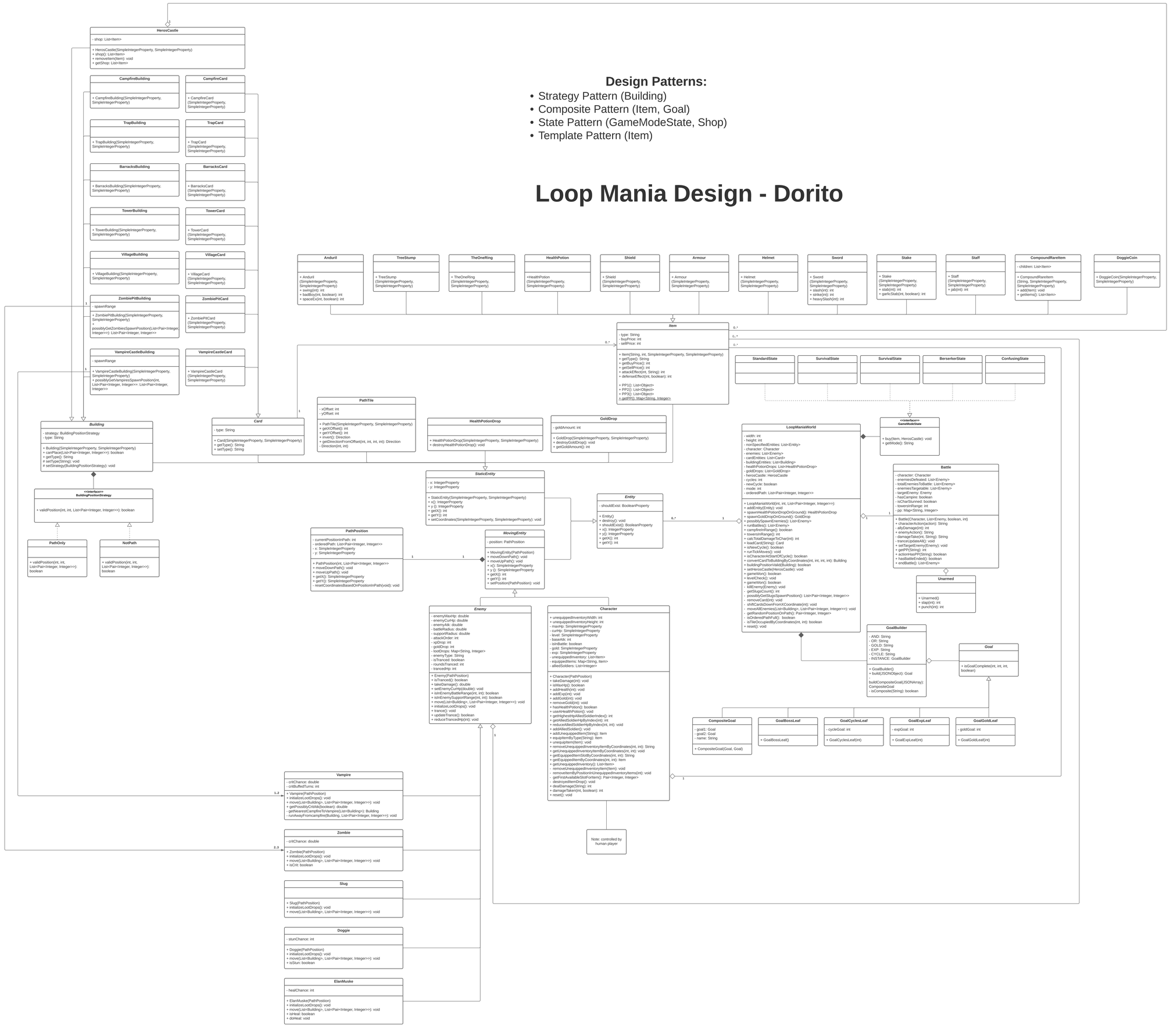
Loop Mania Design - Dorito

Design Patterns:

- Strategy Pattern (Building)
- Composite Pattern (Item, Goal)
- State Pattern (GameModeState, Shop)
- Template Pattern (Item)