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AdventureLab with Observer Pattern

To incorporate an observer pattern in AdventureLab, I could create observer classes based on characters' inventory. In one of my story, a character gets hungry and loses health and the other character feeds them. But perhaps this could only be possible if the supporting character has food. Once the character has food in their inventory, an observer class could be attached to them to see when the main character gets hungry. Once the main character loses health from starvation (state changed), a `feed()` method could activate. If the supporting character depletes their food inventory, the observer class would detach.