Anthony Greenwood

**Final Project Proposal**

The final project that I will be submitting is an Attack/Defend the Castle simulation game. The player will select if they would like to attack the castle. If they answer yes, the defenders will go to their defensive positions in the castle. At that point the player will build their attackers with a heavy or light armament. The player will make a decision if they want to cut the communication between the defenders which will affect their ability to defend the castle. The patterns that I am using are Decorator, Factory, Command, and Singleton.

I have been using what I have learned from agile to help me plan and map my project. Currently, I have 90% completed the Decorating Pattern for my program and only have minor tweaks to iron out before I move onto the next phase of my project. At this moment I am on track to finish my assignment meeting the criteria put forth in the class.