

**COE312 Software Design for Engineers**

**Homework 3: Design Patterns**

**Academic Integrity Pledge**

|  |
| --- |
| As a student of American University of Sharjah, I here by state that I will abide by the AUS Integrity Pledge that:   * I will hold myself accountable for all that I say and write. * I will hold myself responsible for the academic integrity of my work * I will not carry out unauthorized copying or printing of the work of others * I will not misrepresent my work nor give or receive unauthorized aid * I will behave in a manner that demonstrates concern for the personal dignity, rights and freedoms of all members of the community * I will respect university property and the property of others; and * I will not tolerate a lack of respect for these values.   **Student Name:**  **Student ID:**  **Student Name:**  **Student ID:** |

**Note: You must submit the code files as well.**

1. **State how the software design patterns can be used to implement the game.**
2. **Implement the game using the software design patterns and threads.**

* The Java code

*Please add subtitles with the class names. Paste only the new code, and* ***not*** *screenshots of the code.*

1. **Show sample outputs**
2. Paste screenshots of output showing the player in all locations, fighting all villains and making the 2 potions.
3. Paste screenshot of output showing that the player found Hermione before time is up and then hiding the map to end the game.
4. Paste screenshot of output showing that the player got caught (time is up and s/he did not hide the map).