

Exercise 2, design pattern: Observer

1. One of two chosen design patterns is the observer design pattern. The Observer Pattern defines a one-to-many dependency between objects so that when one object changes state, all of its dependents are notified and updated automatically. We implemented the observer class in such a way that all moving items have to satisfy the two methods in the observer interface. So when the game is updated and rendered, the use of this observer ensures that all the instances are either.
2. Class diagram:

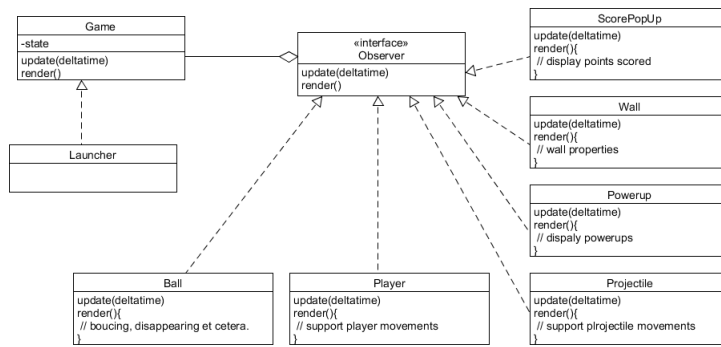


Figure 1: class diagram

3. State sequence diagram:

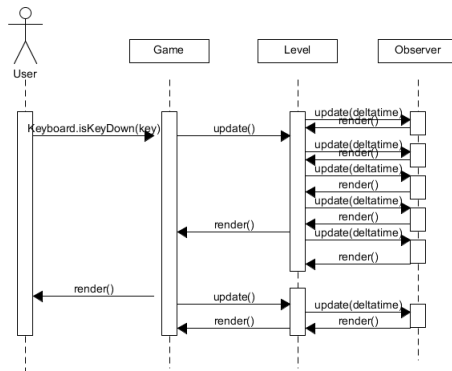


Figure 2: state sequence diagram