1. If I’m understanding correctly, a singleton class basically creates an instance of a class and limit or monitor the number of objects that are created. For example, a singleton class could be used to monitor how many grenades a player has in hand and adds and subtracts based on what happens in game.
2. This singleton class will be used to monitor if the player has a dodge-ball in hand. If created correctly, the player with the ball will be in a seek mode and the other player will be in flee. These roles will switch when a player collides(tags) the other.