

```
00001: package hevs.fragil.patapon.mechanics;
00002:
00003: import hevs.fragil.patapon.units.Company;
00004:
00005: /**
00006:  * Singleton pattern for player data, only one company
00007:  * that is stored in a single file
00008:  */
00009: public class PlayerCompany {
00010:     //TODO get saved company if exist
00011:     private static Company instance ;
00012:
00013:     private PlayerCompany(){
00014:     }
00015:     public static Company getCompany() {
00016:         //TODO create new player company on new game and save it in a file
00017:         //For instance, the player company is randomly initialized
00018:         if (instance == null) {
00019:             instance = new Company();
00020:             instance.initRandomHeroes(3, 5, 3);
00021:         }
00022:         return instance;
00023:     }
00024: }
```