**Explanation of the design decisions**

◦ The design approach

* Factory Pattern: Why we implemented it.
* How it fits the context
* How it caters for reuse and add ons
* Principles it adheres to
* Advantages / Disadvantages

◦ How you implemented the unit tests (what tests will be performed)

* MSTests / Why

◦ How the implementation can adapt to new requirements, for example supporting of the PowerBall game in future

* Explain the use of subclasses and how factory pattern abstracts details of object creation

◦ What are the shortcomings of the implementation – in your opinion

* Disadvantages of factory pattern if any