Design Patterns - Bombic

Creational Patterns

- <u>Factory Methods</u> – Enemies, items (bombs, bonus…) are using this design pattern because they have an abstract class that declare the main functions needed to manage this type of objects.

Structural Patterns

- <u>Composite</u> – Screens are using this pattern by constructing elements and concatenate them into a windows graphics.

Behavioral Patterns

- <u>Iterator</u> – Use to iterate objects along the entire project
- <u>Strategy</u> – It will be used in enemy's behaviors.
- <u>Template Method</u> - Used in enemies and items in which the superclass has abstract methods that are implemented in the child classes in the different ways.