

Design Patterns - Bombic

Creational Patterns

- Factory Methods – 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.
- Object Pool - _Used for bombs, to reuse exploded bombs, in order to save memory.
- Singleton – Screens are using this to pass the other classes only one instance of themselves.

Structural Patterns

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

Behavioral Patterns

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