**Design Patterns**

**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.

**Structural Patterns**

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

**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.