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**Template Method**

This pattern arises from the need to extend certain behaviors within the same algorithm by different entities. In other words, different entities have a similar behavior but that differs in certain specific aspects depending on the specific entity.

**Neighborhood soccer game**

First, we will define the Player, which will contain all the behavior and common elements of any type of player (be they forwards or goalkeepers).

Let's look at the main characteristics of the player:

* We must first specify that a single player is nothing. It will be necessary to specify if he is a forward or goalkeeper.
* It is taken in common by any player: the name, the successful passes and the number of goals scored by any player.
* As a fourth point we have taken into account the specification of the number of goals scored and the successful passes and with these data we will determine if the player is a forward or goalkeeper.

