

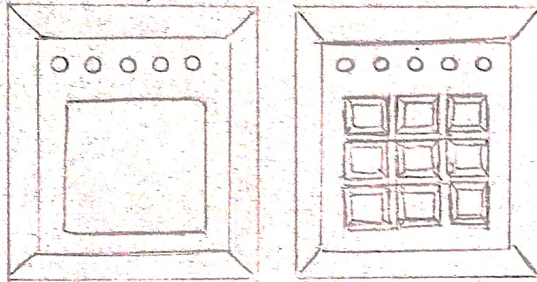
Abstract Factory

GAME: AMONG US

This pattern would be used to have a task factory for Electrical tasks, Navigation tasks, Common tasks, Admin tasks, etc.

TOTAL TASKS COMPLETED

(X)



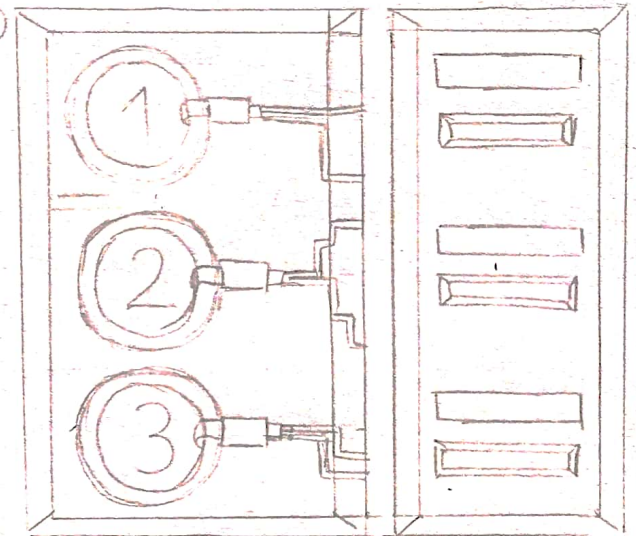
TOTAL TASKS COMPLETED

(X)



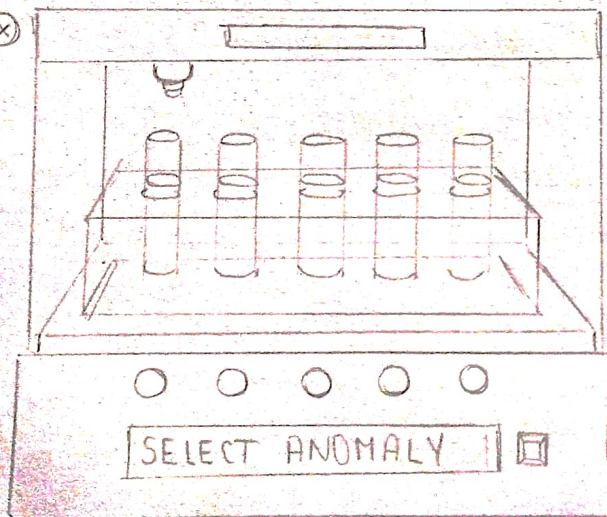
TOTAL TASKS COMPLETED

(X)



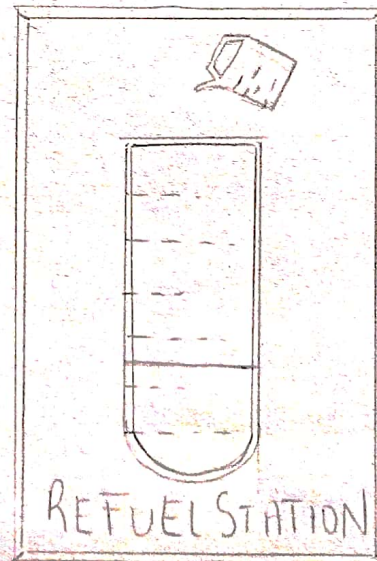
TOTAL TASKS COMPLETED

(X)



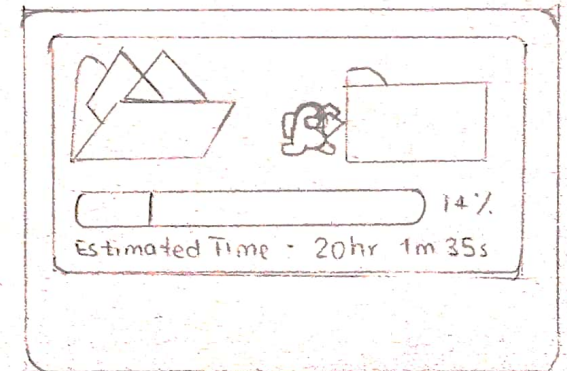
TOTAL TASKS COMPLETED

(X)



TOTAL TASKS COMPLETED

(X)



Mohini Carriencia

Singleton

This pattern would be used to have a single record of players and a single record of players who have already died

Who is the Impostor?



Name 1



Name 3



Name 5



Name 7



Name 2



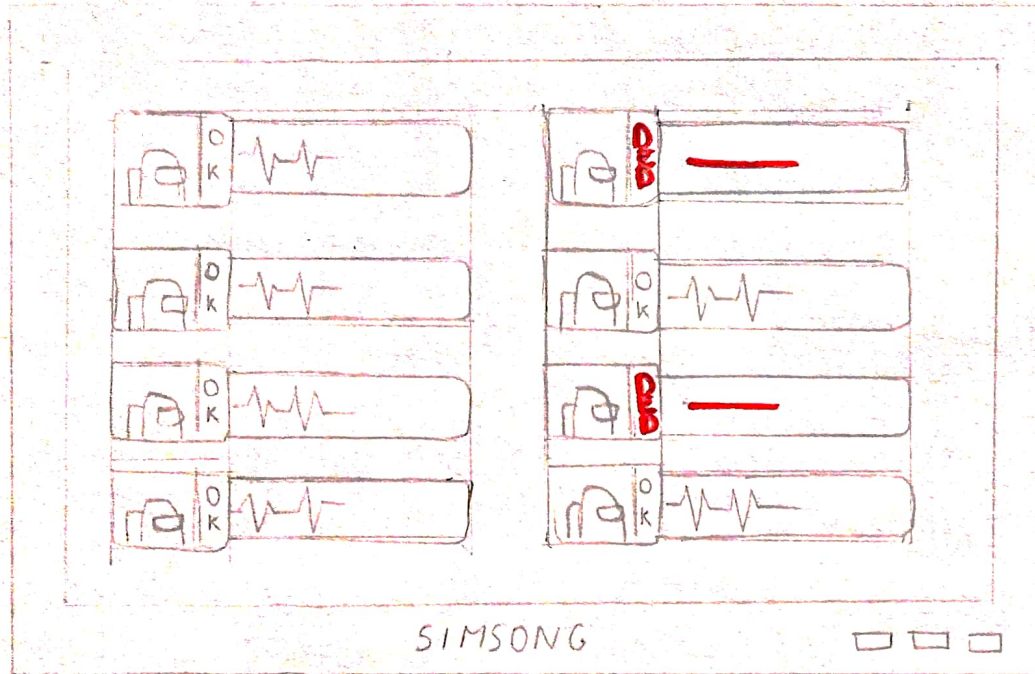
Name 4



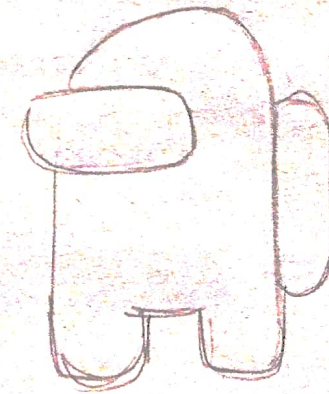
Name 6

Observer

In this pattern the player who receives the role of scientist, would play the role of the observer since he could see when another player dies and inform the others to take action accordingly.



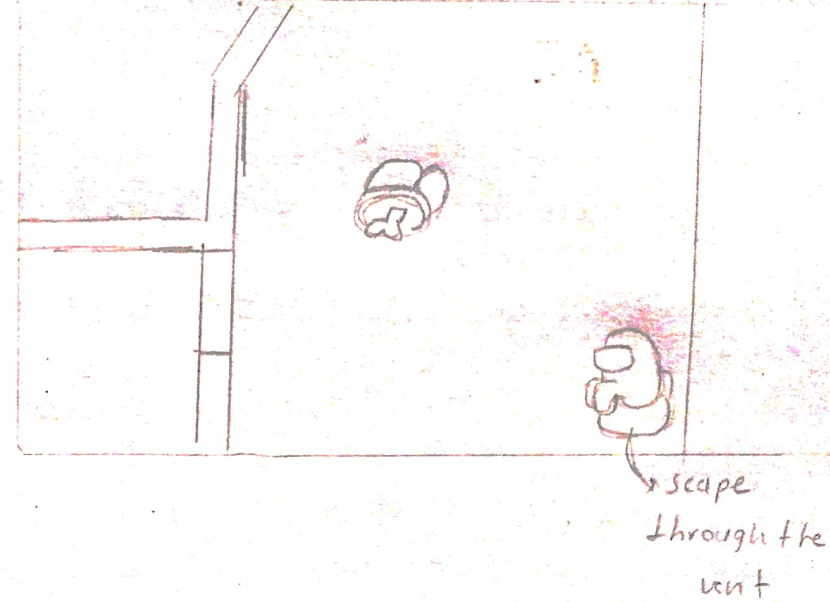
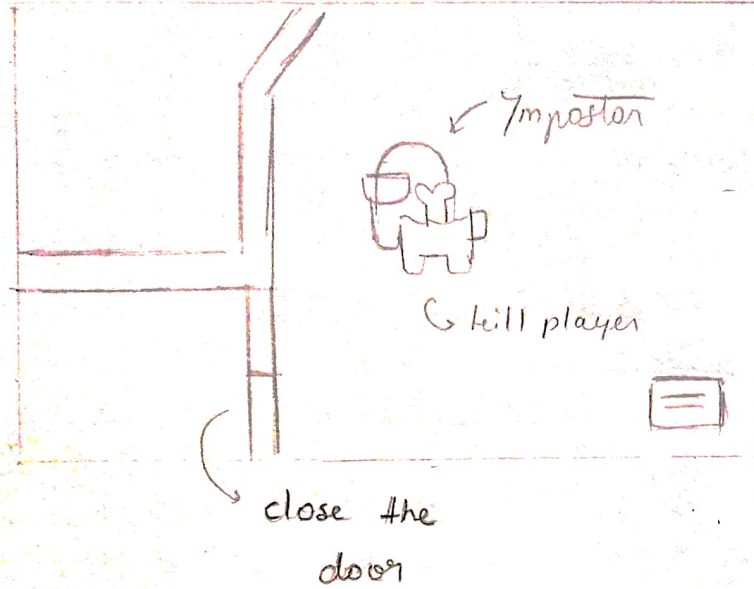
Your role is
Scientist



Mahin Carreña

Strategy

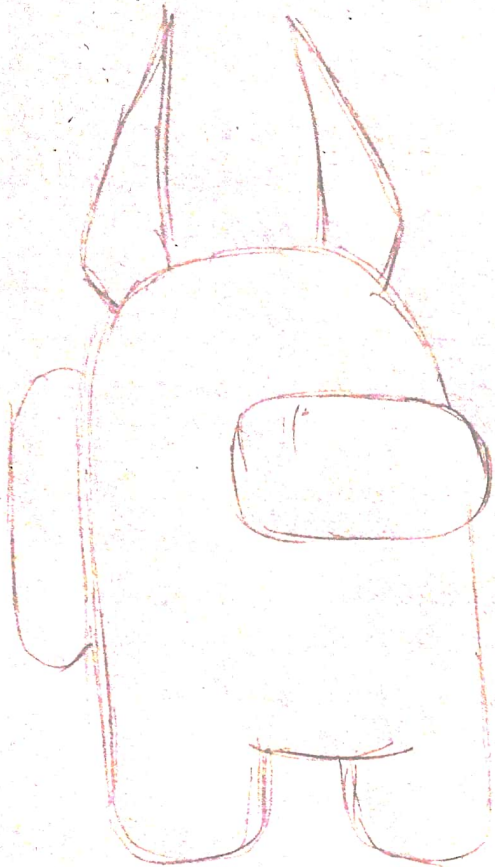
this pattern would be used to create all the strategies
Impostors can have to kill and crewmen to win the
game and scoring from the impostor



Decorator

GAME: AMONG US

this pattern would be used to add costumes to the players to characterize them



Mohi Carrera