

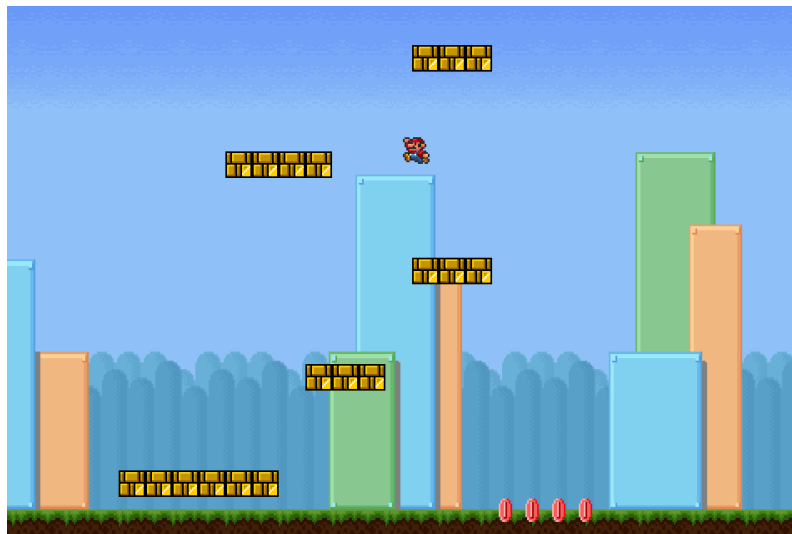
Team 7

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41 YARANGA SUQUILLO LEONARDO JAVIER

Design pattern:Observer

Program Name:SuperMario Java

Link:<https://youtu.be/VbXDjYKJC-4>



Place where you found:**Coin.java,Player.java ,Sprite.java,Brick.java**

Explanation:

The observer pattern is being used in the Super Mario game to keep the game components synchronized and updated in real time: coins, players, bricks, updating their status for the user.

