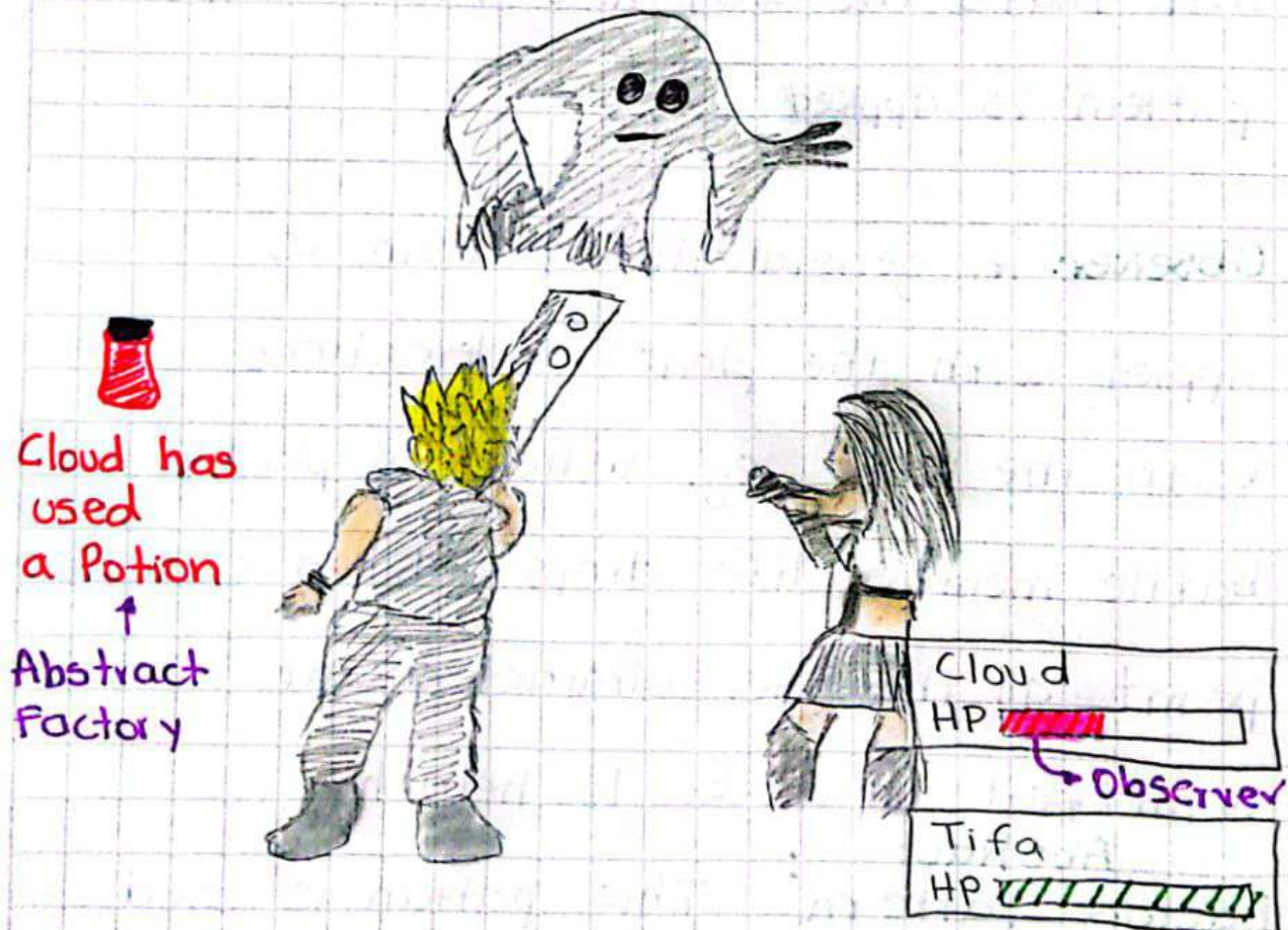


design pattern is widely used in
the videogame Final Fantasy 7 Remake.

* Drawing of the Videogame:

Singleton: Just one battle at time



HW 24

Video Game: Final Fantasy VII Remake

Design

* Patterns in the videogame:

Singleton: In the game only one battle can occur at a time, base on that that's the way how this design pattern is applied

Observer: In general this pattern is applied with the player interactions with the world, eg. When a party battle member life drops until a certain point all the other characters are notified in order to help him.

Abstract Factory Pattern: This pattern is used to manage objects.

Eg. A potion and a super potion comes from the same "factory" so this