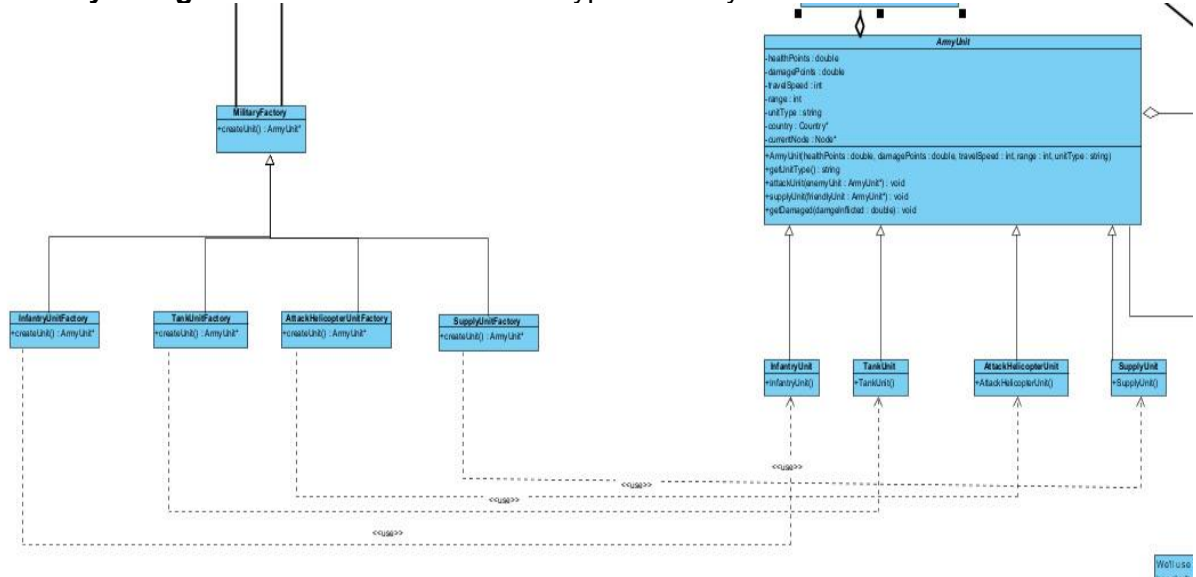


Design Patterns

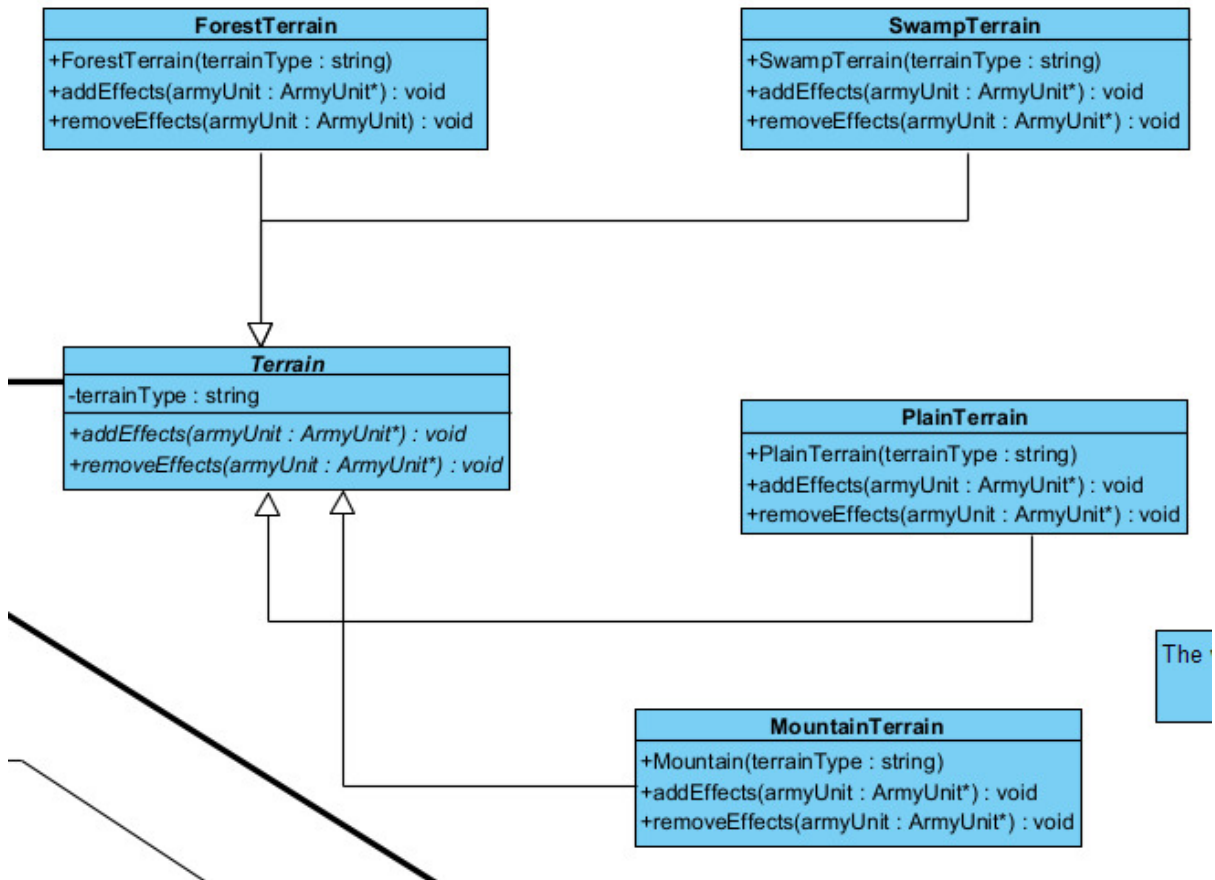
- Explain each design pattern used

Creational Design Patterns

-**Factory Design Pattern** to create different types of army units.

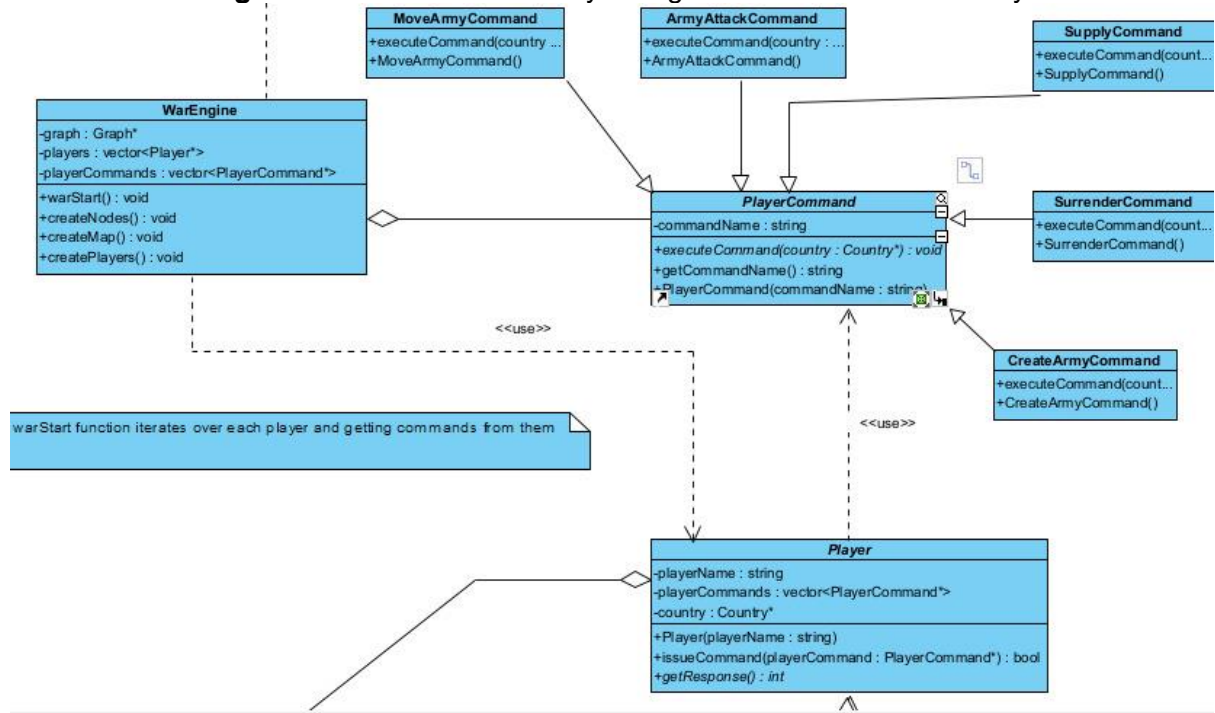


-**Template Design Pattern** to show different types of terrains for a node.

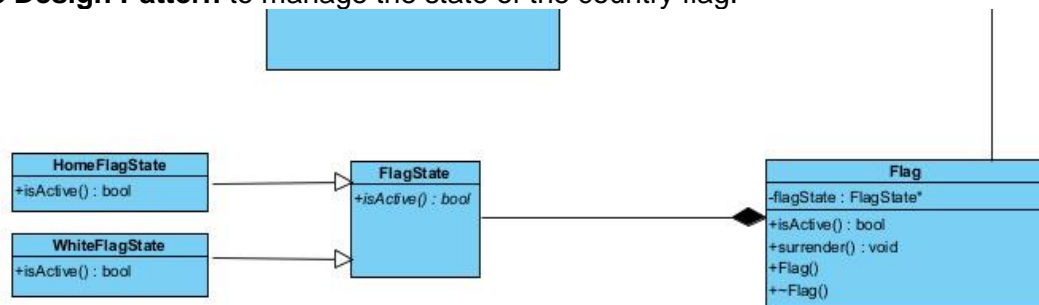


Behavioral Design Patterns

-**Command Design Pattern** to allow the Player to give commands to the army.



-**State Design Pattern** to manage the state of the country flag.



Structural Design Patterns

- **Facade Design Pattern** on the war engine, the Player gets a simplified API of all the class methods

