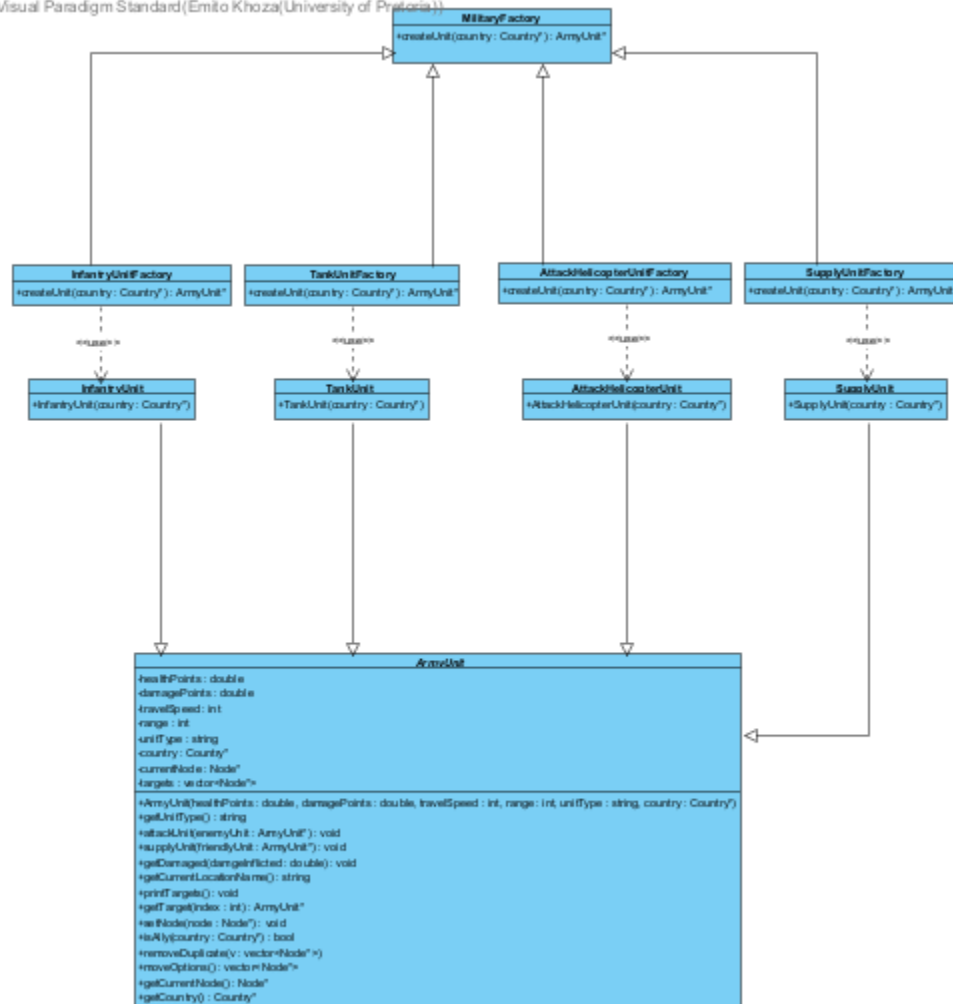


## Design Patterns that address requirements

### Factory Design Pattern

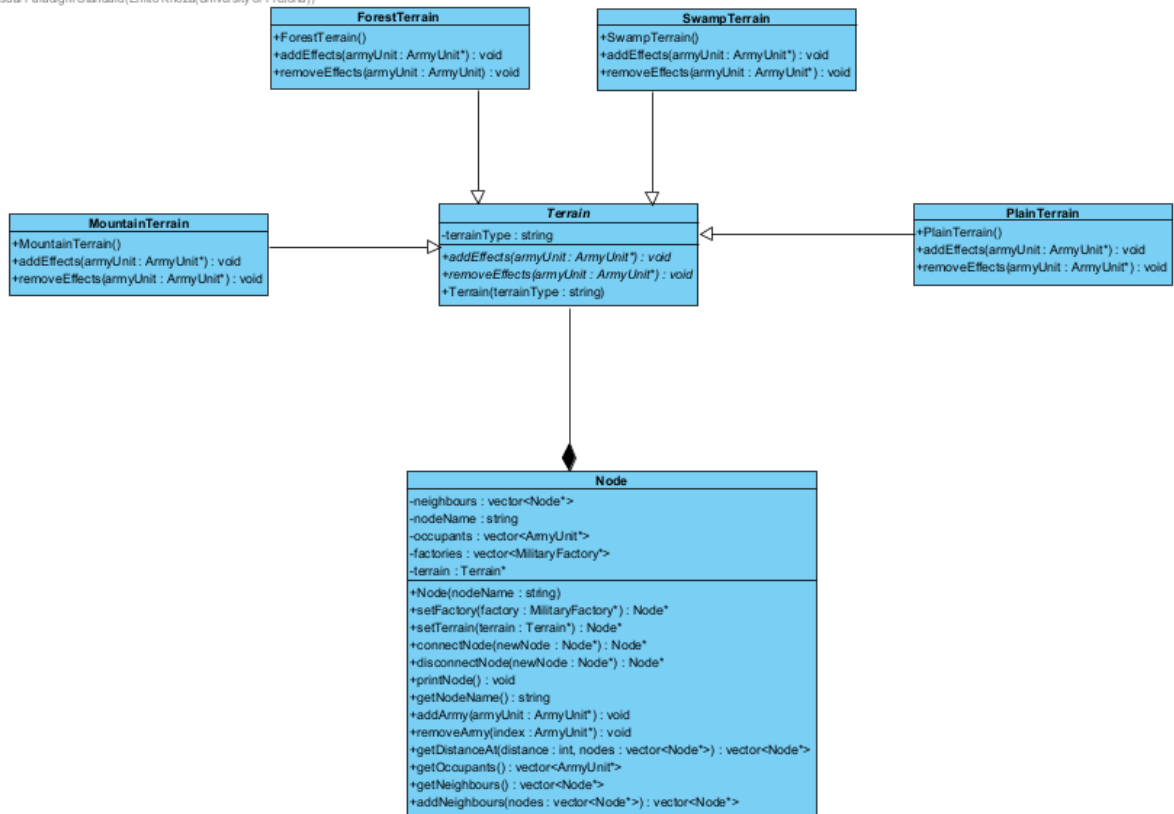
- This pattern makes creating multiple armies of different types much easier and can be treated as a base for making armies

Visual Paradigm Standard (Emilio Khoza (University of Pretoria))



- Template factory allows us to have different types of terrains that have different effects on army attributes

Visual Paradigm Standard (Emilio Khoza (University of Pretoria))



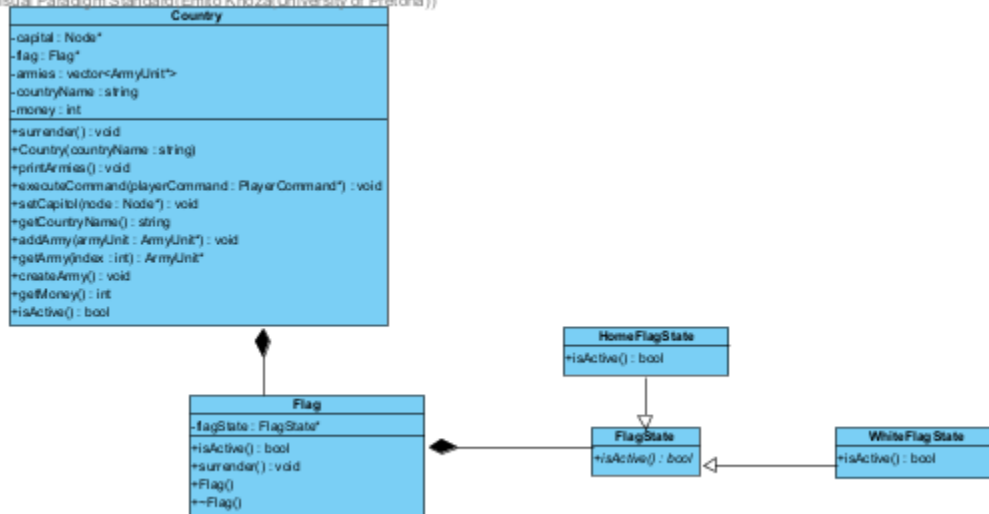
- Command pattern allows us to define the different types of commands a player can do

Visual Paradigm Standard (Emilio Khoza (University of Pretoria))



- State pattern makes it easy to keep the state of the flag, whether it'd be white flag or home flag. Signalling whether the country is still fighting in the war

Visual Paradigm Standard (Emilio Khoza (University of Pretoria))



- We use the Façade pattern to simplify the large complex diagram into something simple for the client through the Player class

Visual Paradigm Standard (Emilio Khoza (University of Pretoria))

