

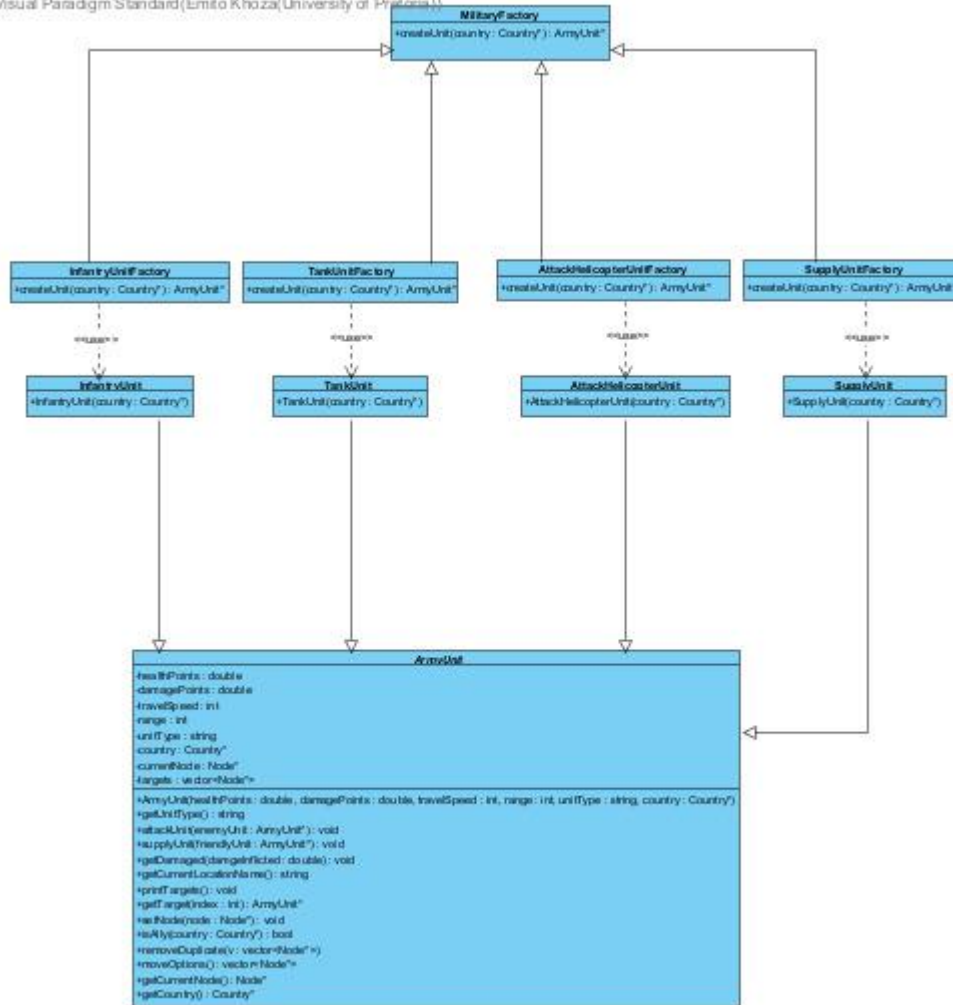
## Design Patterns

- Explain each design pattern used

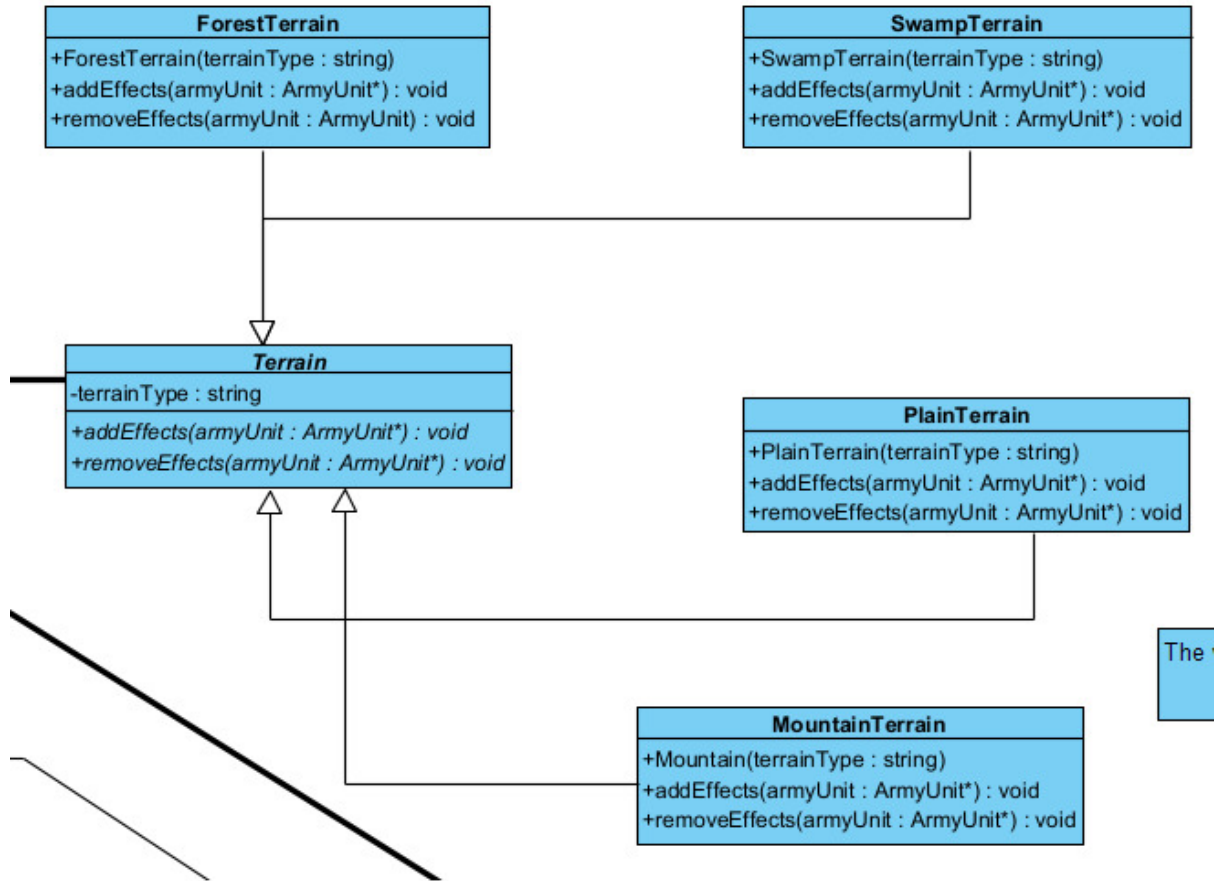
### Creational Design Patterns

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

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

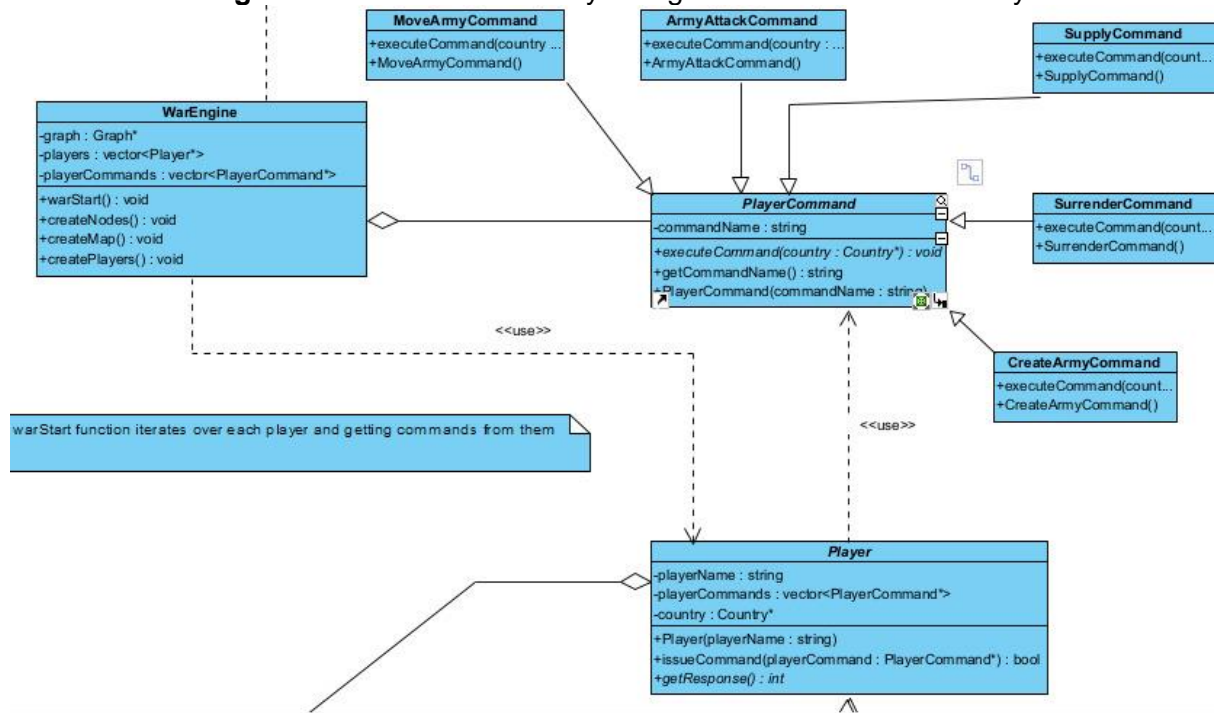


-**Template Design Pattern** to show different types of terrains for a node.

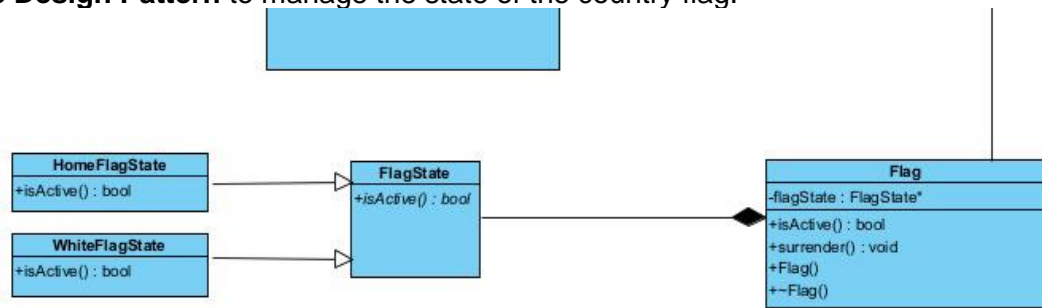


## Behavioral Design Patterns

-**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

