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