

Singleton Proposal:

I would use a singleton in Galaga for a HUD manager to make updating the players lives and score easier. By using the singleton in this way it allows all other parts to update relevant info for the player to see.

Observer Proposal:

I would use the observer to check the players location when spawning the enemies that move to the side and down, this would up the lethality of them and make the game more intense.

Factory Pattern:

I would use the factory pattern for spawning enemies in later stages as they would need to have increased health to up the challenge as the player progresses. Using a factory pattern allows for easier increase in enemy health and for spawning elites on certain levels, it also allows for more enemy types to be added later with relative ease.