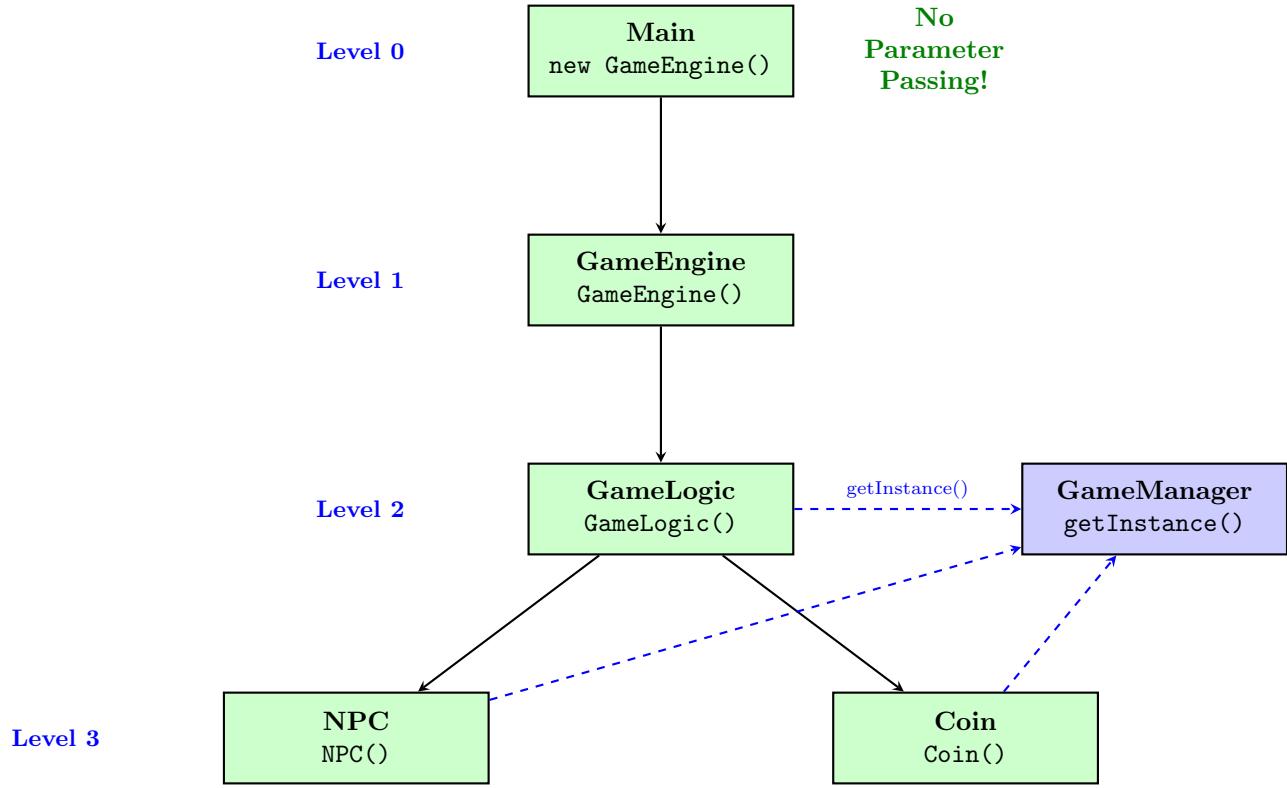


Problems:

- Parameter passed through 4 levels
- Every constructor polluted with `manager` parameter
- Refactoring nightmare: change affects **6+ files**
- Team collaboration conflicts



Solutions:

- Zero constructor parameters!
- Direct access via `getInstance()`
- Easy refactoring: change only GameManager
 - Clean, maintainable code