Level 0

Main
`manager = new GameManager()`

↓ manager

Level 1

GameEngine
`GameEngine(manager)`

↓ manager

4 Levels Deep!

Level 2

GameLogic
`GameLogic(manager)`

↙ manager   ↘ manager

Level 3

NPC
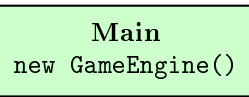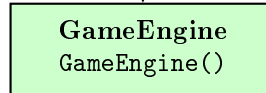`NPC(manager)`

Coin
`Coin(manager)`

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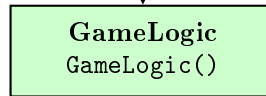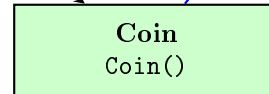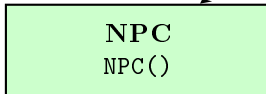- Team collaboration conflicts

Level 0

Main
new GameEngine()

No
Parameter
Passing!

Level 1

GameEngine
GameEngine()

Level 2

GameLogic
GameLogic()

getInstance()

GameManager
getInstance()

Level 3

NPC
NPC()

Coin
Coin()

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