GameManager

- instance: GameManager
- score: int
- gameTime: float

- GameManager()
+ getInstance(): GameManager
+ addScore(int): void
+ getScore(): int

1. Static instance
Holds THE single instance

2. Private constructor
Prevents: new GameManager()

3. Public getInstance()
Global access point

Implementation:

```java
public class GameManager {
    private static GameManager instance = null;

    private GameManager() { /* ... */ }

    public static GameManager getInstance() {
        if (instance == null) {
            instance = new GameManager();
        }
        return instance;
    }
}
```

Usage:

```java
// X Compiler error!
GameManager m = new GameManager();

// OK Correct way:
GameManager mgr = GameManager.getInstance();
mgr.addScore(10);
```