Design Pattern Project Scenario

You need to design and develop two distinct islands in this project. Any of the islands can be selected to be visited (visualized) by the course instructor. After the island is selected, it will contain the following functionalities –

1. Each of the islands will have its unique flora, fauna and environment. It will also have different kind of hut structures. You need to draw the island trees, its wild life as well as the huts.
2. The islands have one water reservoir to store rain water. Inhabitants in the island collect water from the reservoir for living. But the always ensure to keep the reservoir filled up to a certain level. If the level goes down, they pray for rain instead of collecting water from there.
3. The islands have a good disaster monitoring system. The inhabitants are always kept up-to-date about the approaching disasters.
4. There is a software engineer group in both the islands. There is a cyber café that connects the island with the city. From the café, the island can get city news and also send island news to city. However, due to lack of experts, the café access is currently restricted to the software engineers only.
5. In the islands, there is a special day in every year when a large number of couples take their marriage vows together. The vows are supervised by an old priest. However, being old of his age, the priest is very forgetful and tends to name wrong couples to marry each other. So, after each of the wrong vows, the couples complain and the priest undoes his actions to break the bond.