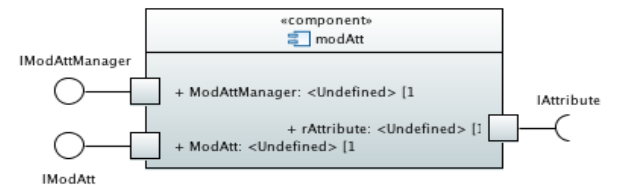
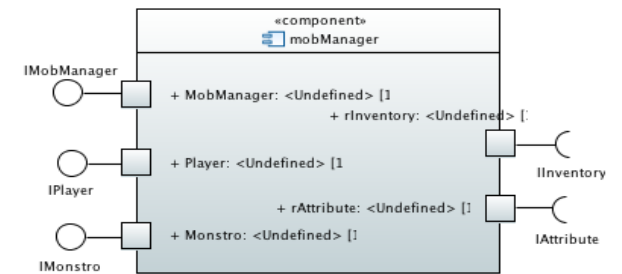
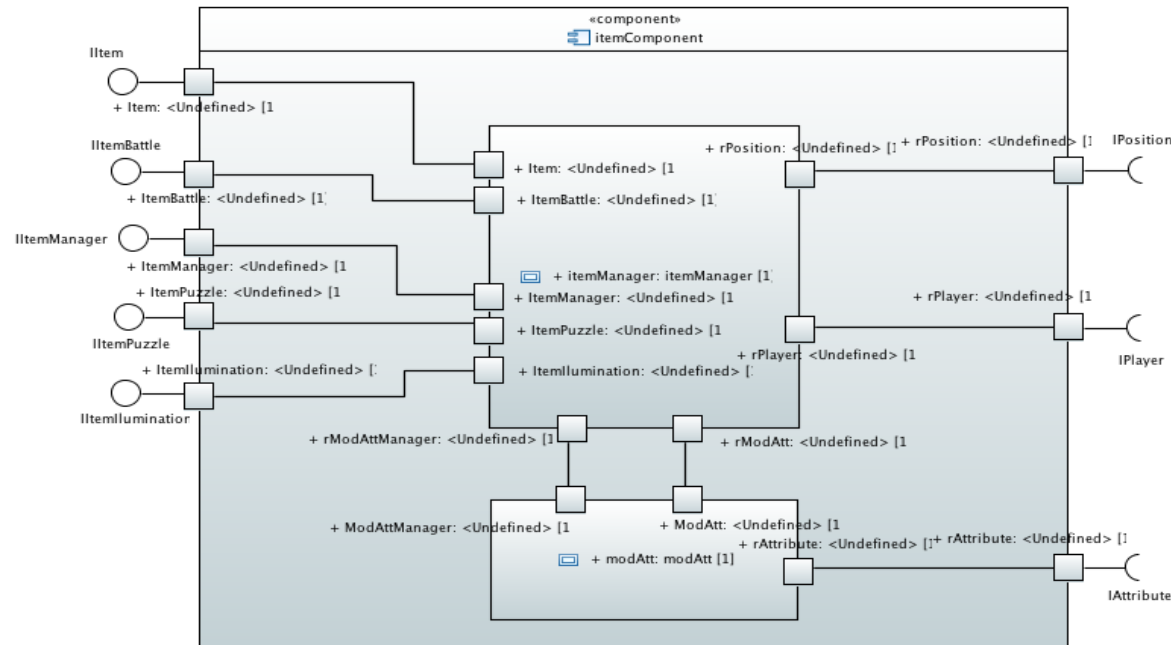
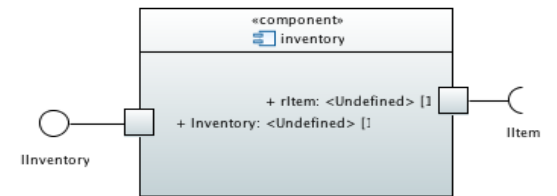
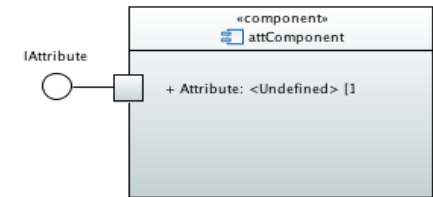
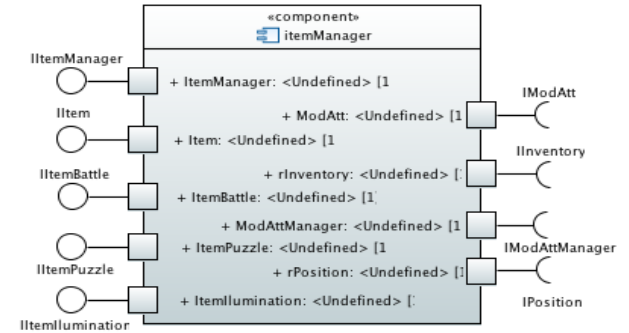
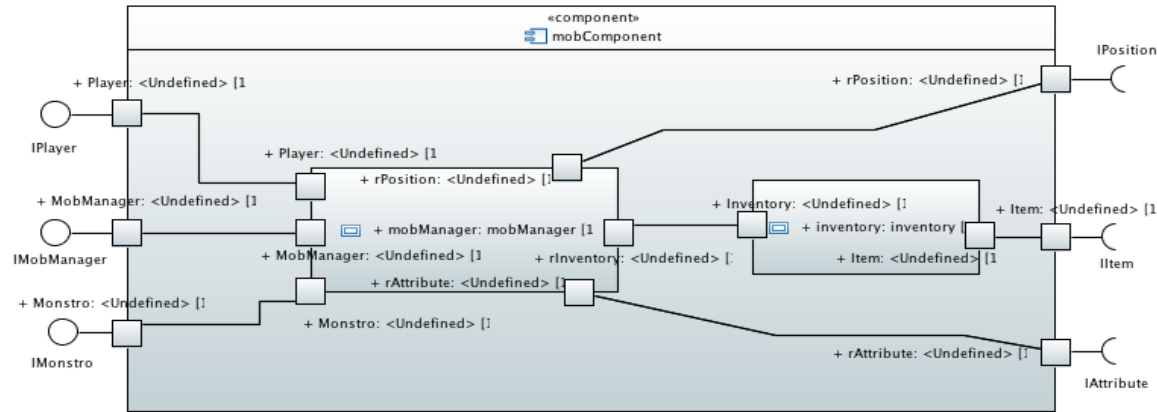


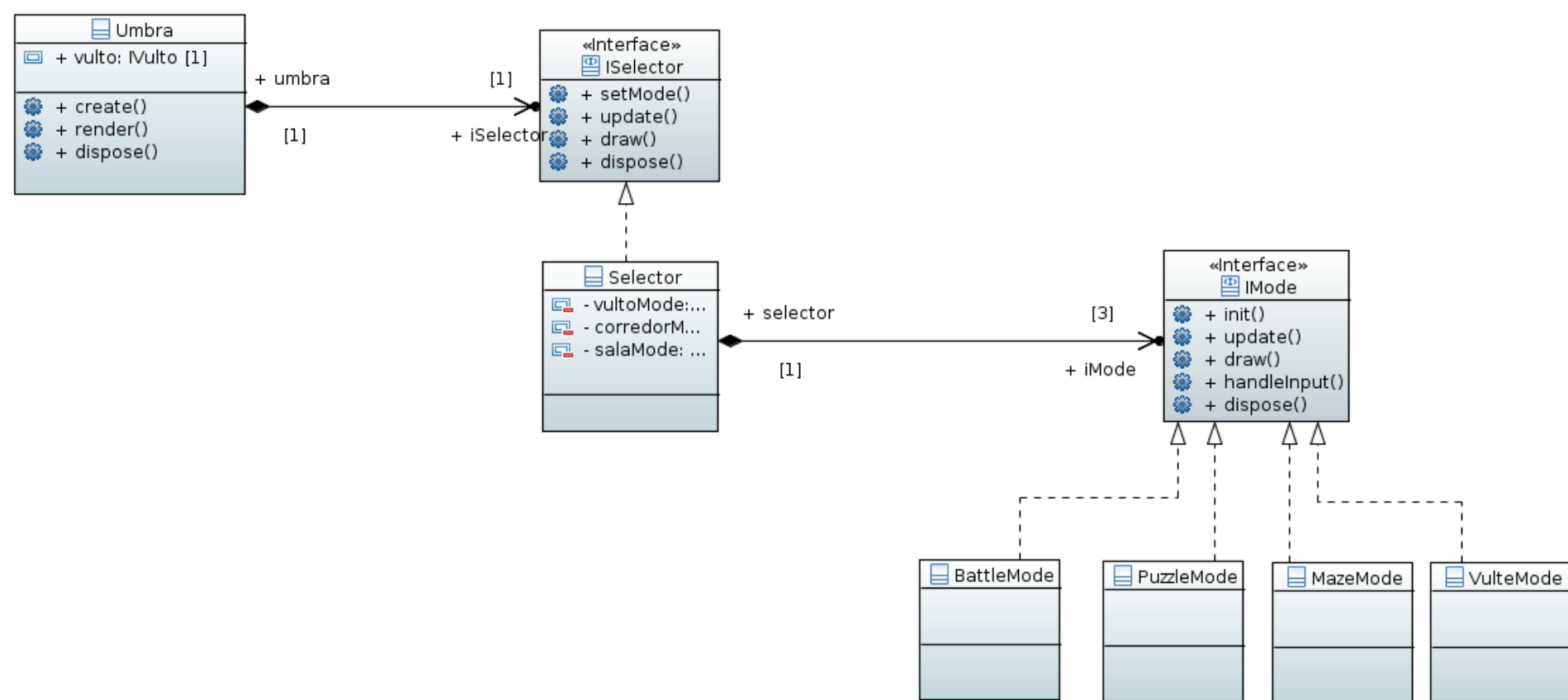
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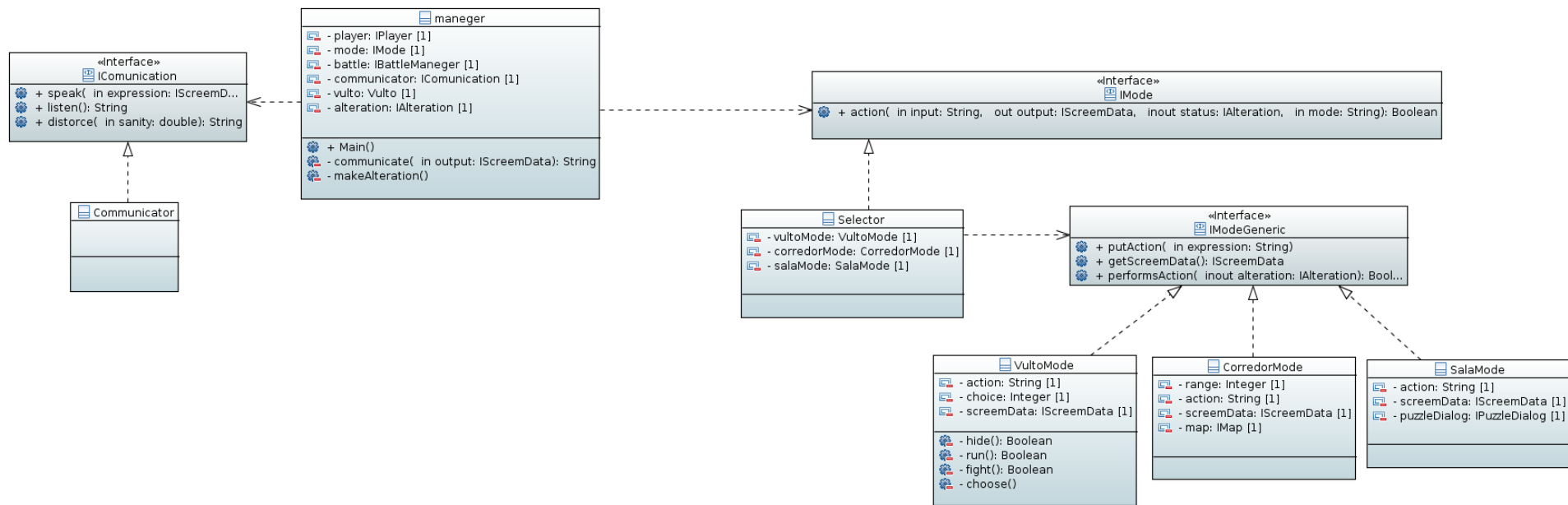
Game Design Patterns

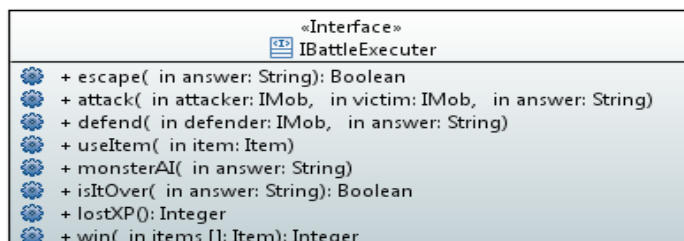
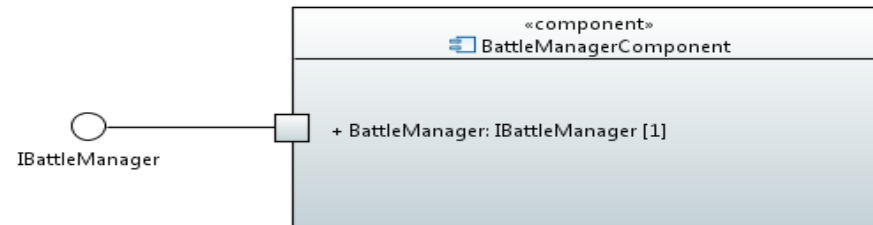
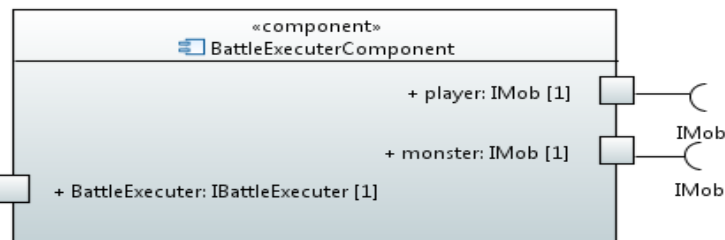
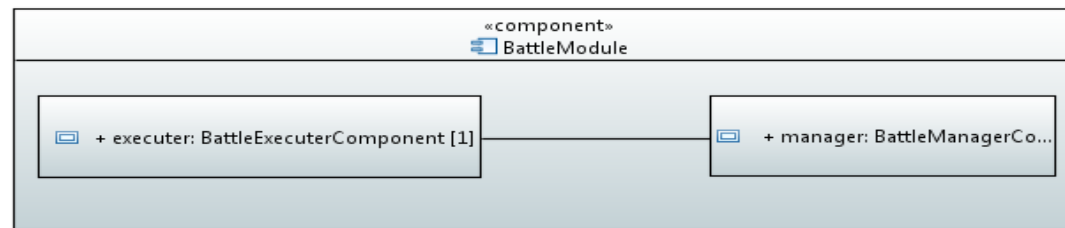
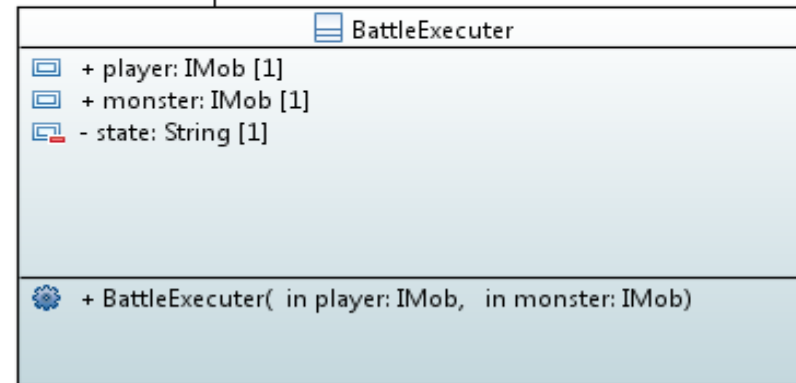
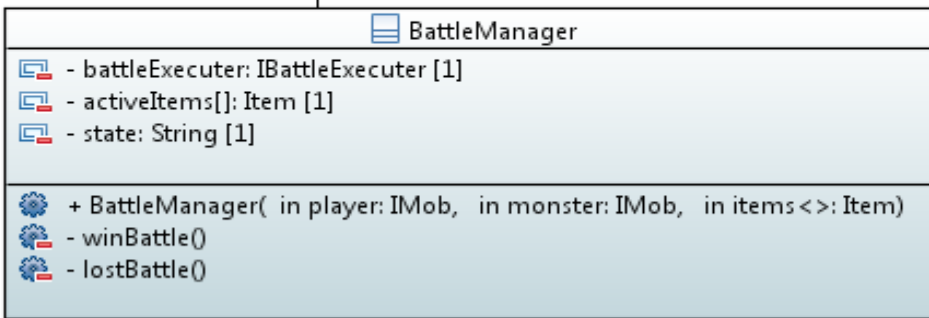
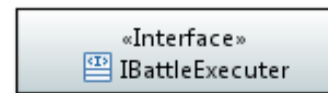
iMob Module

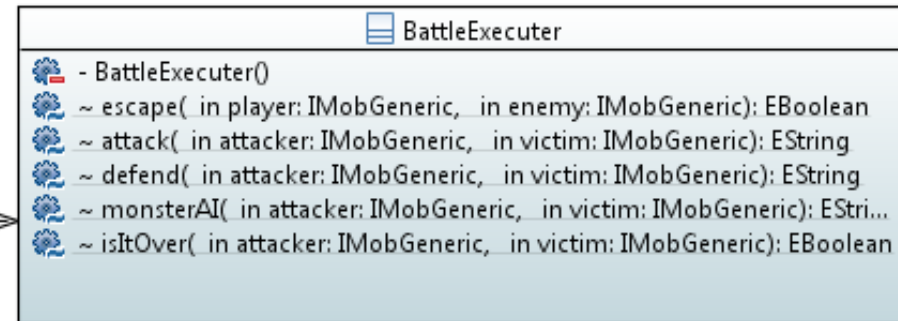
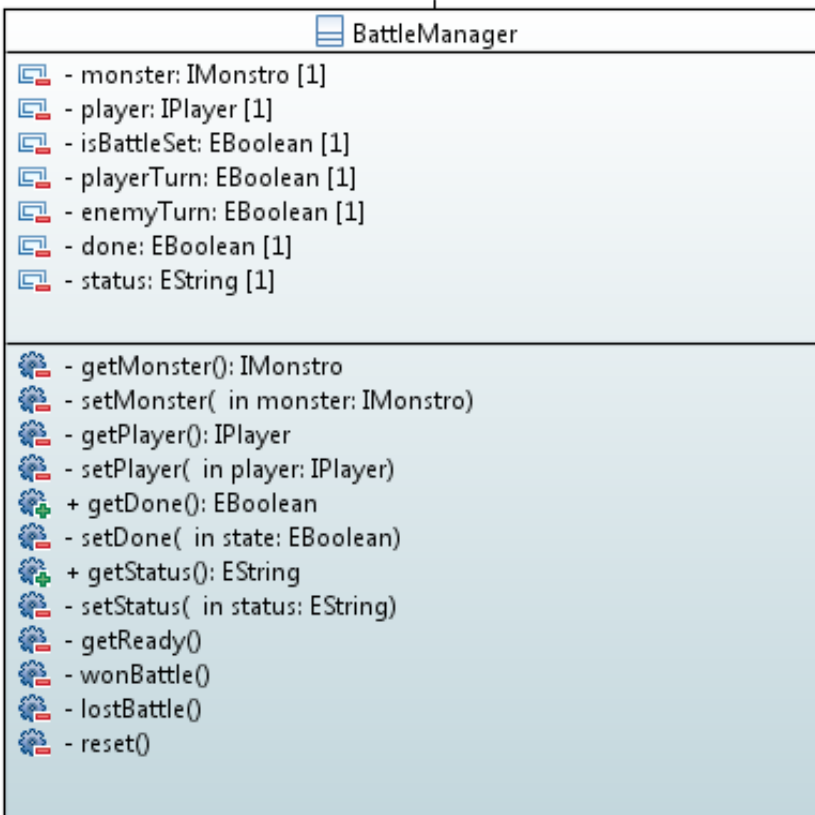
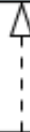
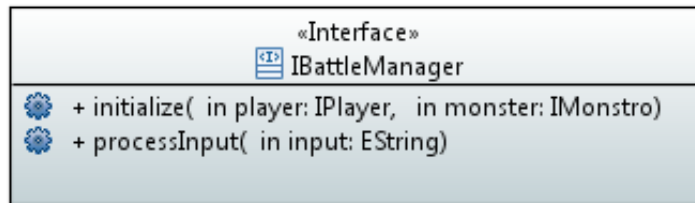


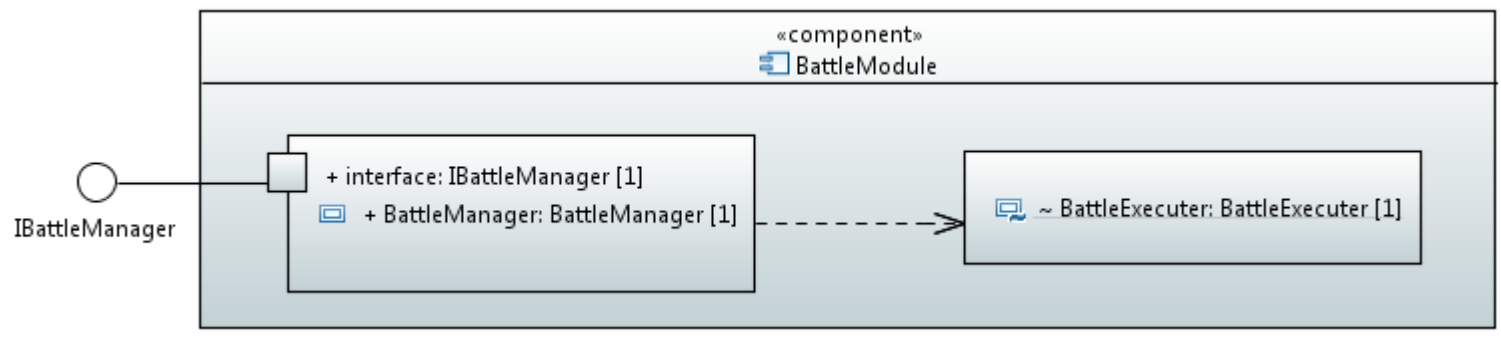
State Pattern





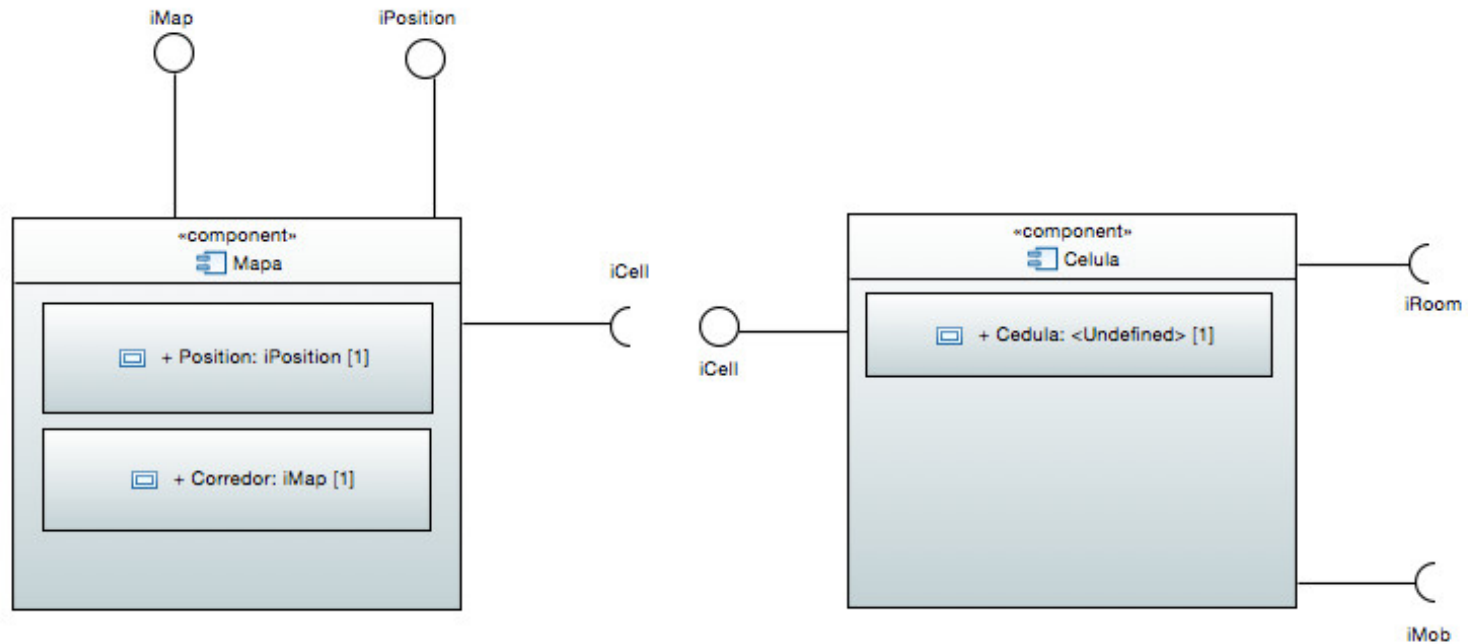


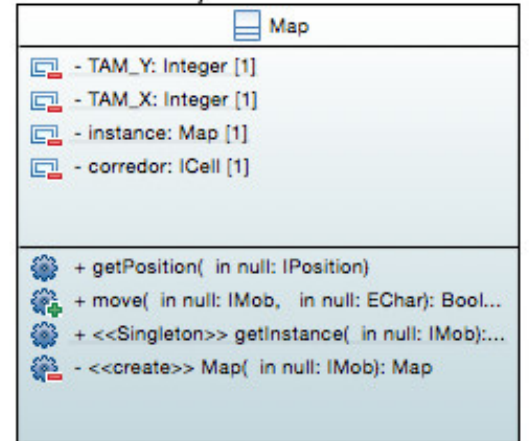
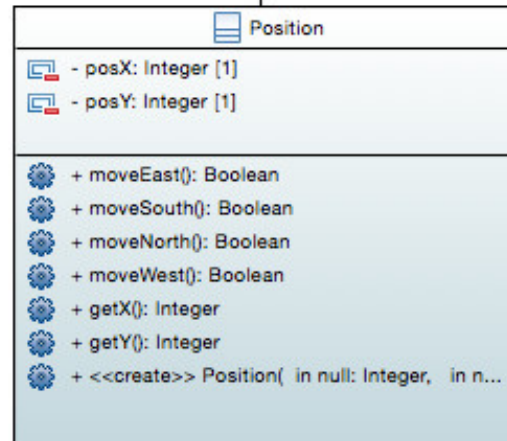
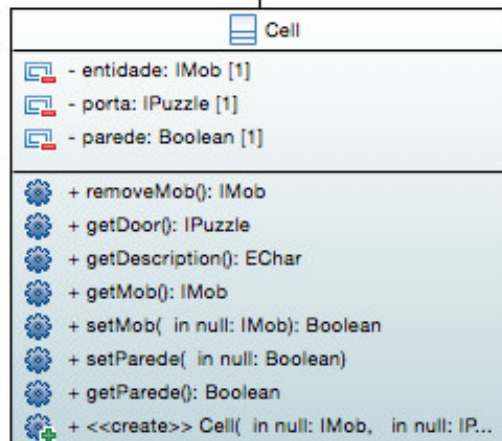
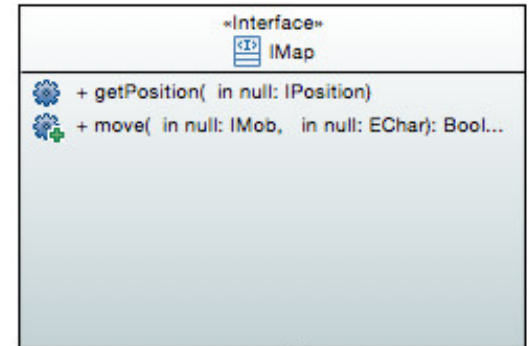
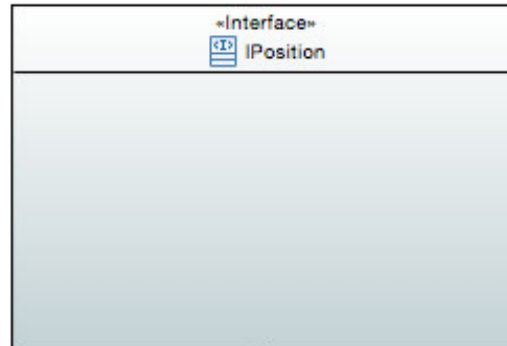
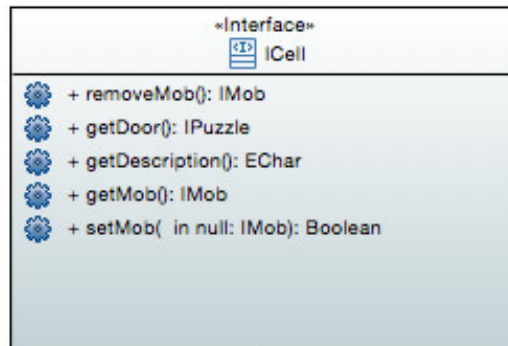
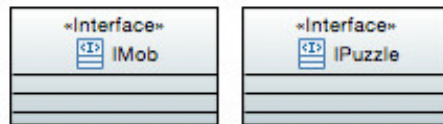




```
37 // Function which initializes the class for further use
38 public void initialize (IPlayer player, IMonstro monster) {
39     setPlayer(player);
40     setMonster(monster);
41
42     this.playerTurn = true;
43     this.enemyTurn = false;
44
45     setDone(false);
46
47     setStatus(null);
48
49     getReady();
50 }
51
52 // Set first things first
53 private void getReady () {
54     setStatus(getMonster().getDescription() + "\n You must choose your items:\n");
55 }
```

Map Module





Puzzle Module

