

Design Patterns Sprint 2:
Builder: EventBuilder, CommonEventBuilder, UniqueEventBuilder
Prototype: Cloneable
Factory Method: AbstractEventFactory
Abstract Factory: AbstractInventoryItemFactory, AbstractGradeAItemFactory, AbstractGradeBItemFactory, ManaPotionA, ManaPotionB, RevivePotion, HealthPotion
Singleton: HealthItemFactory, ManaItemFactory
Template: <Abstract> Armor, Helmet, Chestplate, Shinguards
Strategy: EventInteractionInterface

Design Patterns:
Chain of Responsibility: Armor, <abstract> Character, GameLostException
Abstract Factory: <abstract> AbstractEventFactory, ConcreteEventFactory, CommonEvent, UniqueEvent, <abstract> AbstractEvent
Iterator: <interface> EndOfGameIteratorInterface, <interface> EventCollectionInterface, EventList, Node, EndOfGameIterator
Template: <Abstract> Character, Spearman, Archer, Mage, Swordsman
Strategy: <abstract> Character, <abstract> AbstractEvent

Design Patterns Sprint 3:
Iterator: AbstractCollectionInventory, IteratorInventory, ConcreteCollectionInventory, Node, InventoryItem, ConcreteIteratorInventory
Memento

