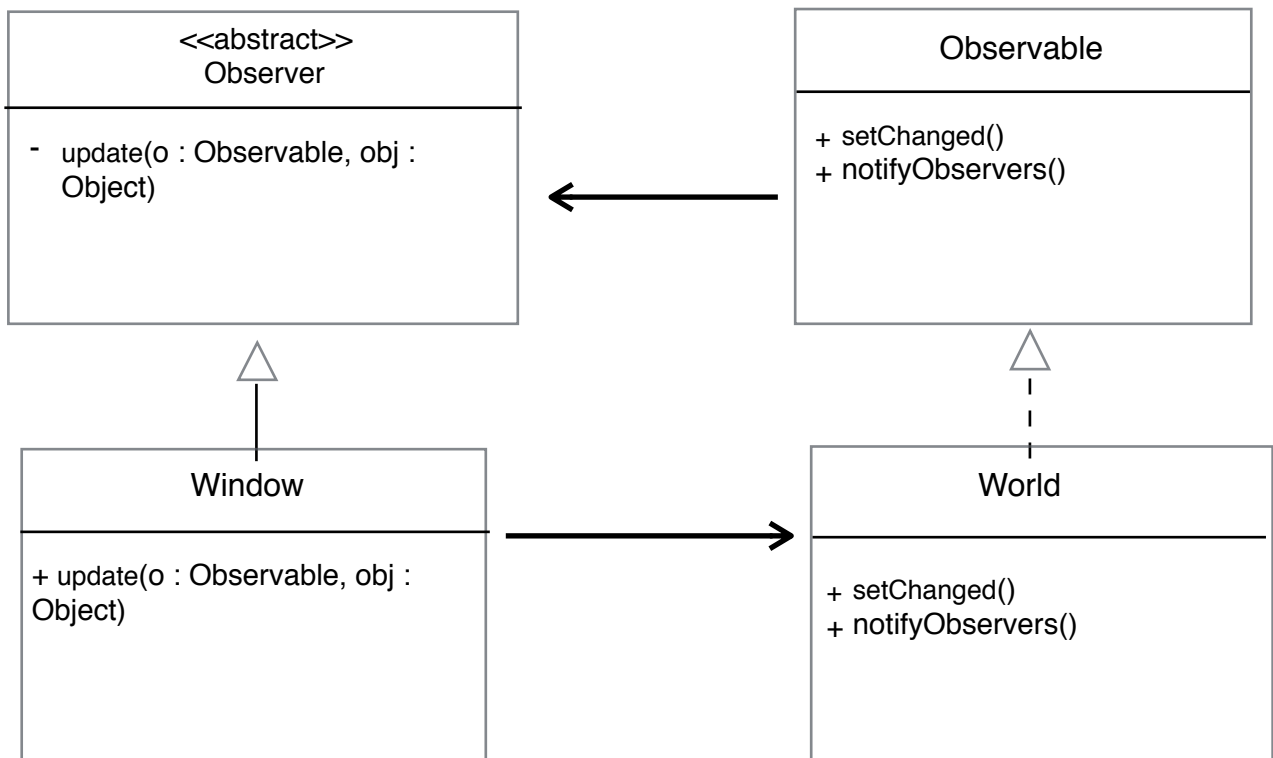


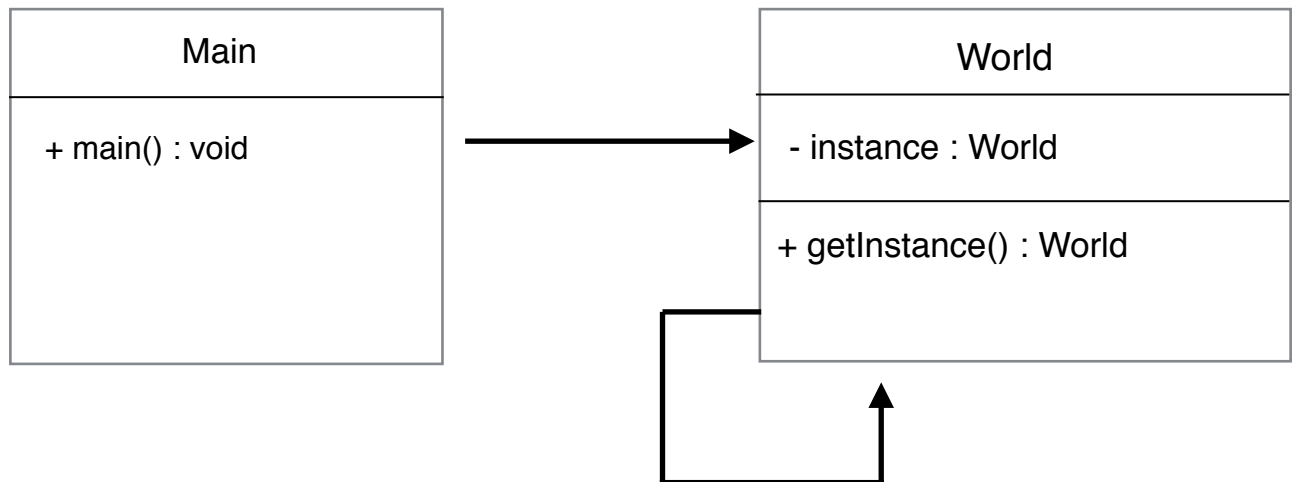
Command Pattern

- I use command pattern to control the player that turn left, turn right or go up and down.
- Use for callback like replay function, I collected command is the list every time that it had called so, when game over we can call that list to show for a replay.
- These command had used in World class.



Observer Pattern

- I use this pattern to observe between World and Window like when game is playing and some value (tick or point) is increasing so, we must notify to update the value that show on the Window.



Singleton Pattern

- I use this pattern because one program should have only one Window so, we write this class to singleton and we will call instance instead call new Window.

