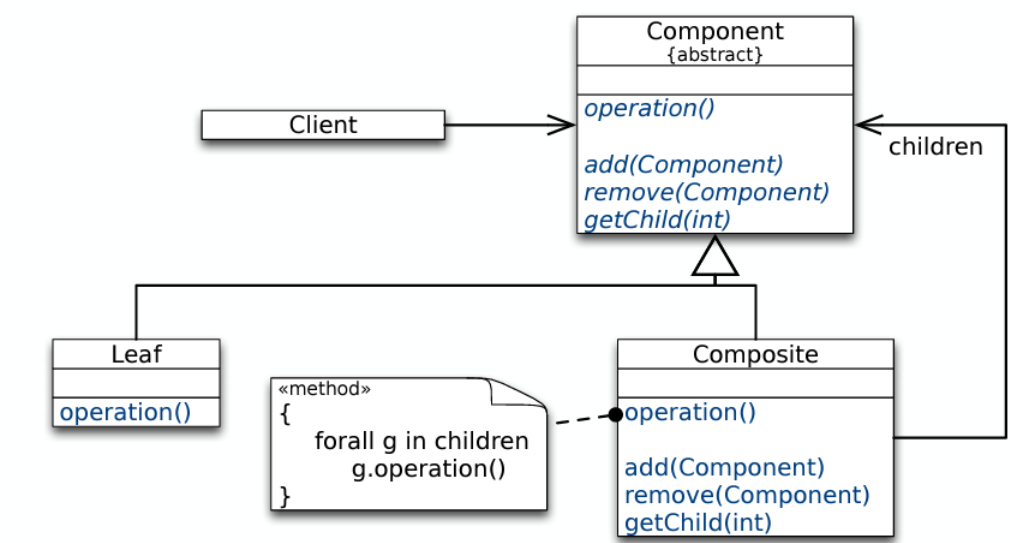


The Composite Design Pattern  
Structure

The GoF Design Patterns - Composite Pattern 1



## NAMING CONVENTIONS

entityId = ClassName + counter  
type = default.json prefix name

### LAYERS

- Static = 0
- Builder = 1
- Collectible = 2
- Moving = 3
- Player = 4

Component = Goal  
Leaf = ExitGoal, EnemyGoal, SwitchGoal, TreasureGoal  
Composites = AndGoal, OrGoal  
Client = Dungeon  
Operation() = isComplete()

