

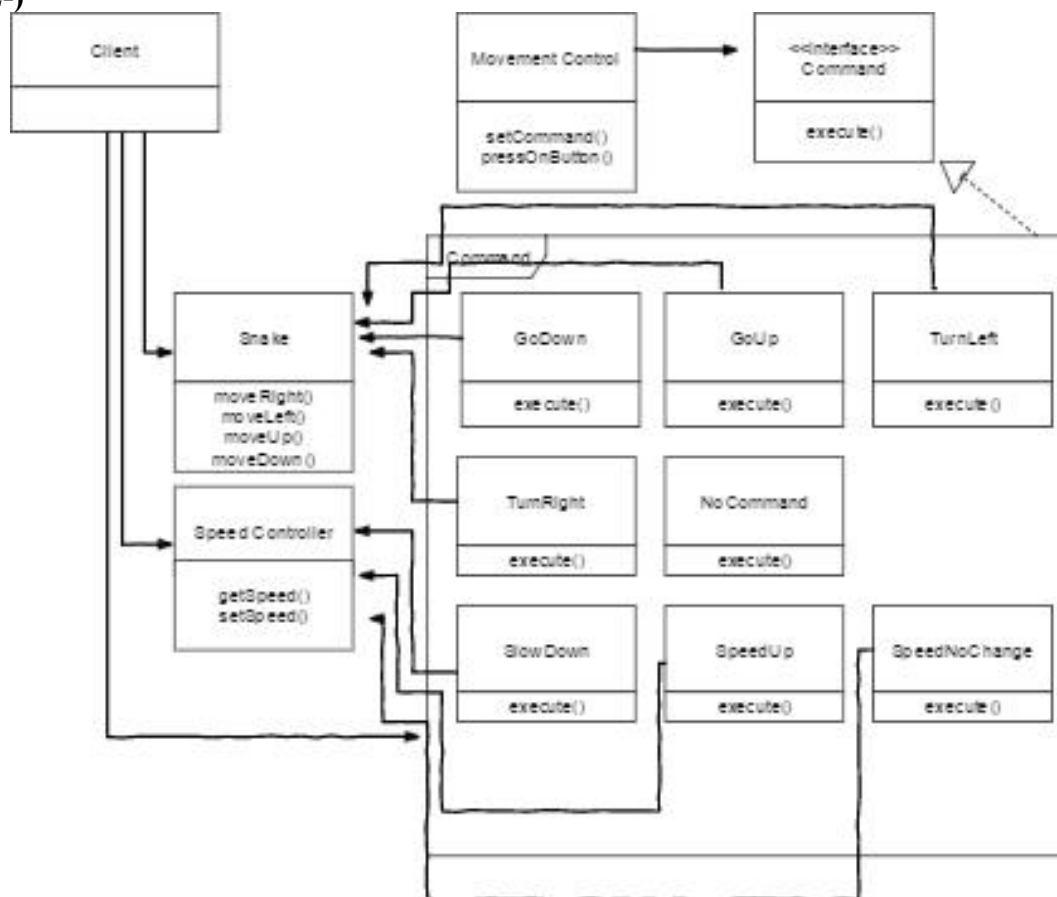
## ASSINGMENT 3 COMMAND PATTERN

1-)

**The reason:** We applied Command Pattern because in this way it is easy to manage commands.

**How it works:** We have created an interface which declares a common interface for all commands. It has execute() method which asks the receiver to perform an action. In our game, we have to receiver which are Snake and SpeedManager. We created concrete command classes for each movement and for speed implementing the interface Command. In addition to these, we have a class MovementControl which acts as an invoker object. The movement control holds commands and at some point asks the particular command to carry out a request by calling its execute method.

2-)



3-)

### Collision with SpeedUp Apple

