

Template

Description

Every Piece can cast a spell().
Every spell irregardless of the
piece type follows the same
steps, which are called by
spell()

1. AreaOfEffect()
2. HealPrincess()
3. prepareSpell()
4. castSpell()

The template method
behavioural pattern reduces
duplication of code by definining
AreaOfEffectDamage() and
HealPrincess() in the superclass
whilst the remaing steps are
overridden in the subclasses

