## Singleton

## DatabaseController + DB\_NAME String + con:Connection + instance: DatabaseController <<Constructor>> +DatabaseController() +getInstance():DatabaseController -prepQueryBoard():String -prepQueryObstacle():String -prepQueryPiece():String Client -prepQueryPlayer():String -getPieceFromStmt():Piece -getPotionFromStmt():Potion -PrepQueryPotion():String +insertBoard() +insertUpdatePiece() +insertBackupCommand() +insertUpdateObstacles() +insertUpdatePlayers() +insertUpdatePotions() +loadBoard() +loadPieces() +loadObstacles() +loadPlayers() +loadPotions() +loadBackupCommands() -clearBoard() -clearPiece() -clearObstacles() -clearPlayers() -clearPotions() -clearBackups() -clearCommands()

## **Description**

Singleton is used for the Database controller as we never want to have more than one instance of the database at any one time. Having or risking having mutiple database objects could lead to severe errors and corrupt datasets