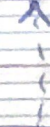
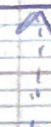
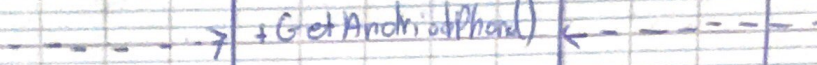
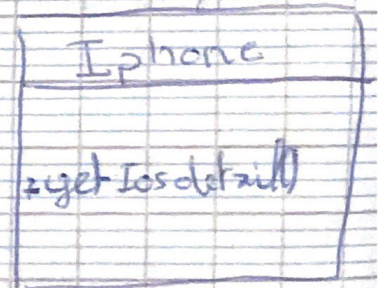
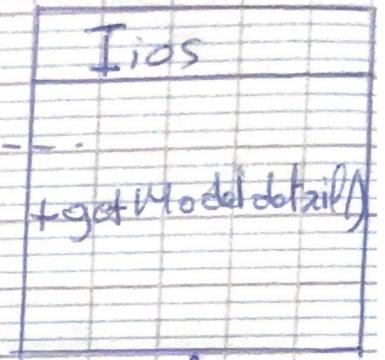
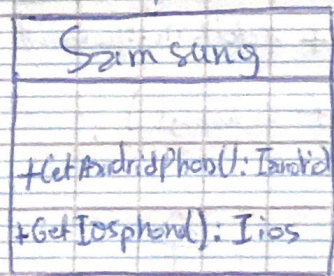
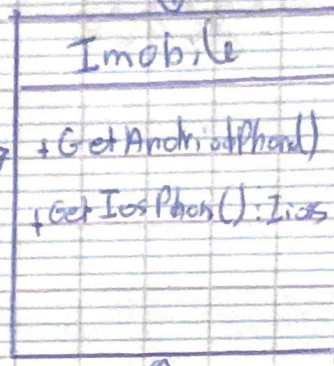
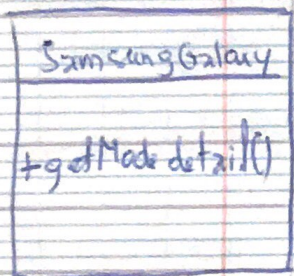
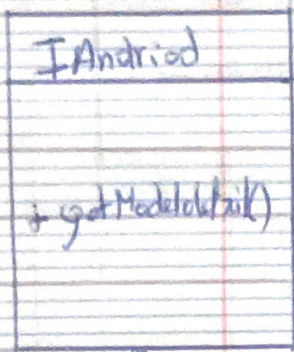
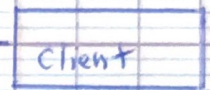
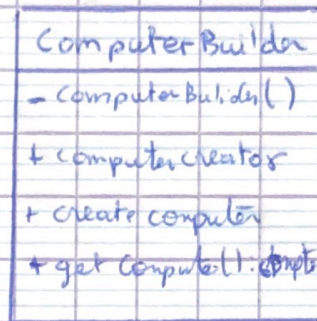
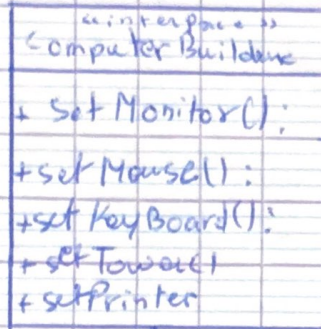
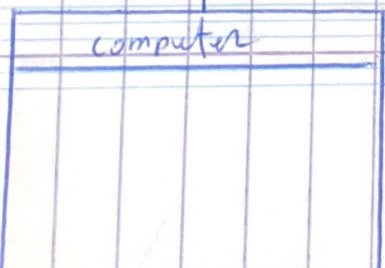
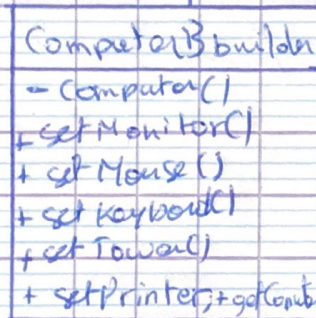
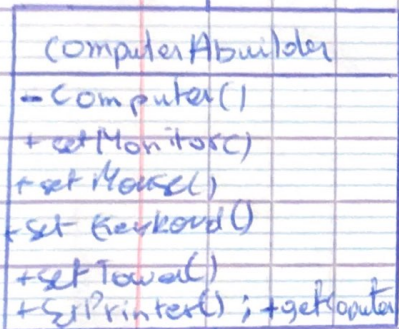


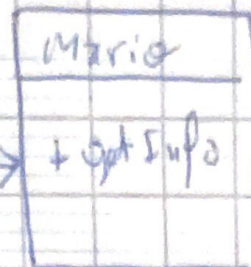
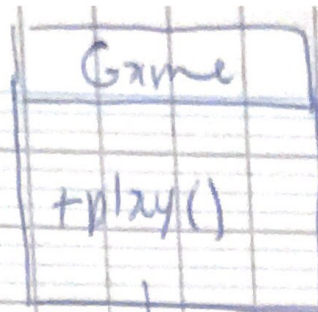
Abstract Factory





Builder

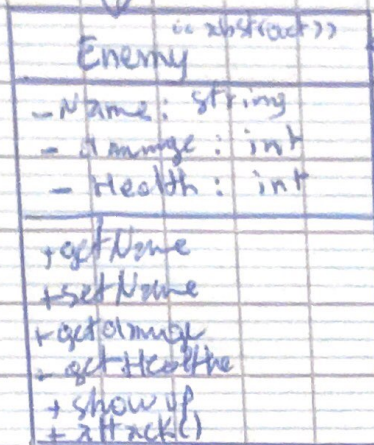




Enemy Factory

+ Enemy()

+ create Enemy(int)



factory

