Kimberley Trotz

ICSI 405

Final Project Design

Design Patterns: Singleton & Observer

Simulation: Online video game being streamed. Teams of two players each battle while others watch the game being carried out. Viewers with be updated when new viewers enter and exit the stream. Teams use Singleton so different members of the team can score points and update one score.

Classes:

* Player : Generic base class
* GameManager: main
* Team1: subclass of Player
* Team1Score: Singleton class updates Scores of team
* Team2: subclass of Player
* Team2Score: Singleton class updates Scores of team
* Viewing: Observer design – updates viewers of who enters and exits stream
* ViewerUpdate: Observer design – updates new list of user

Interfaces: Observer

Data Structures: Hashtable: Stores list of viewers(Observers)

