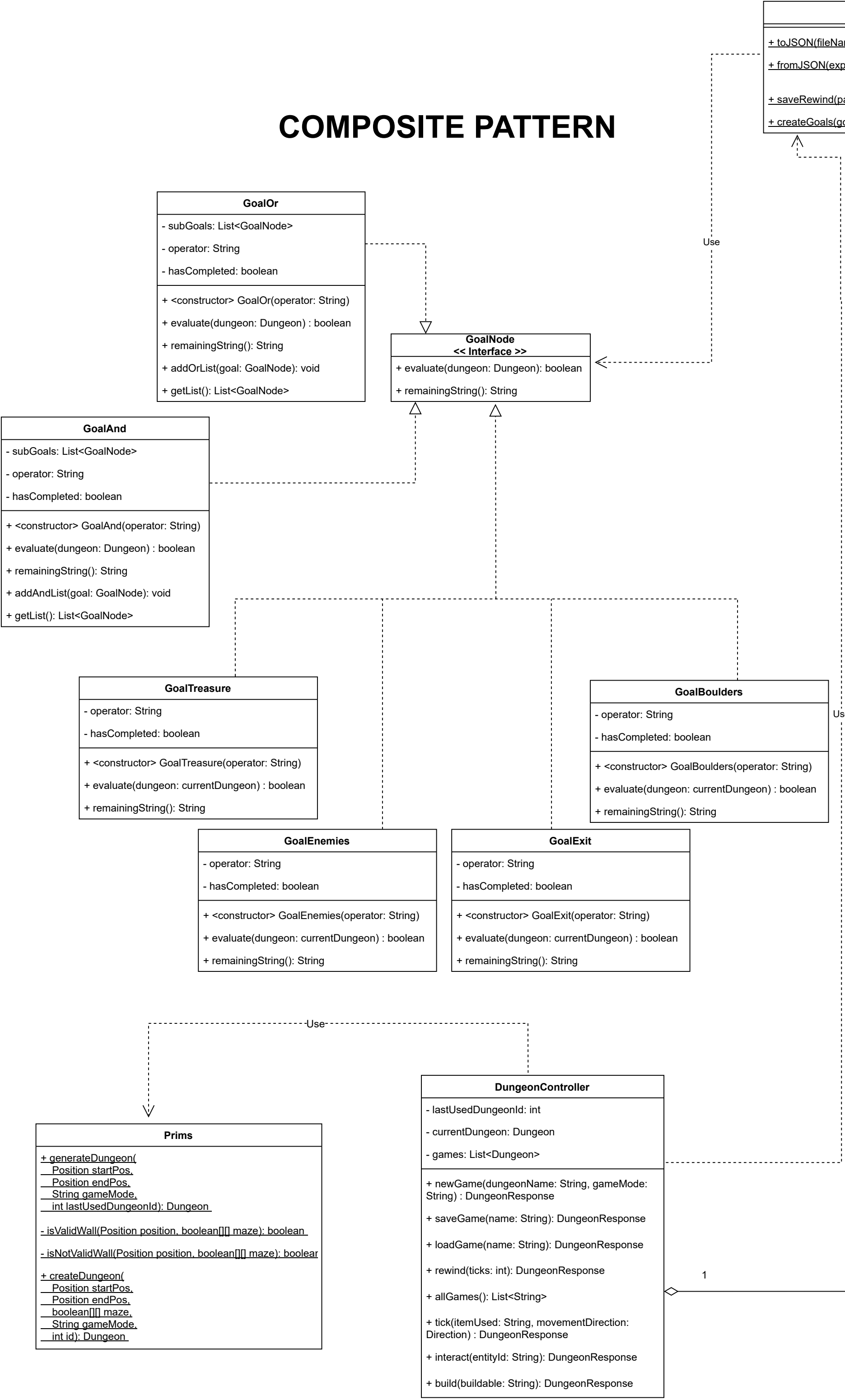
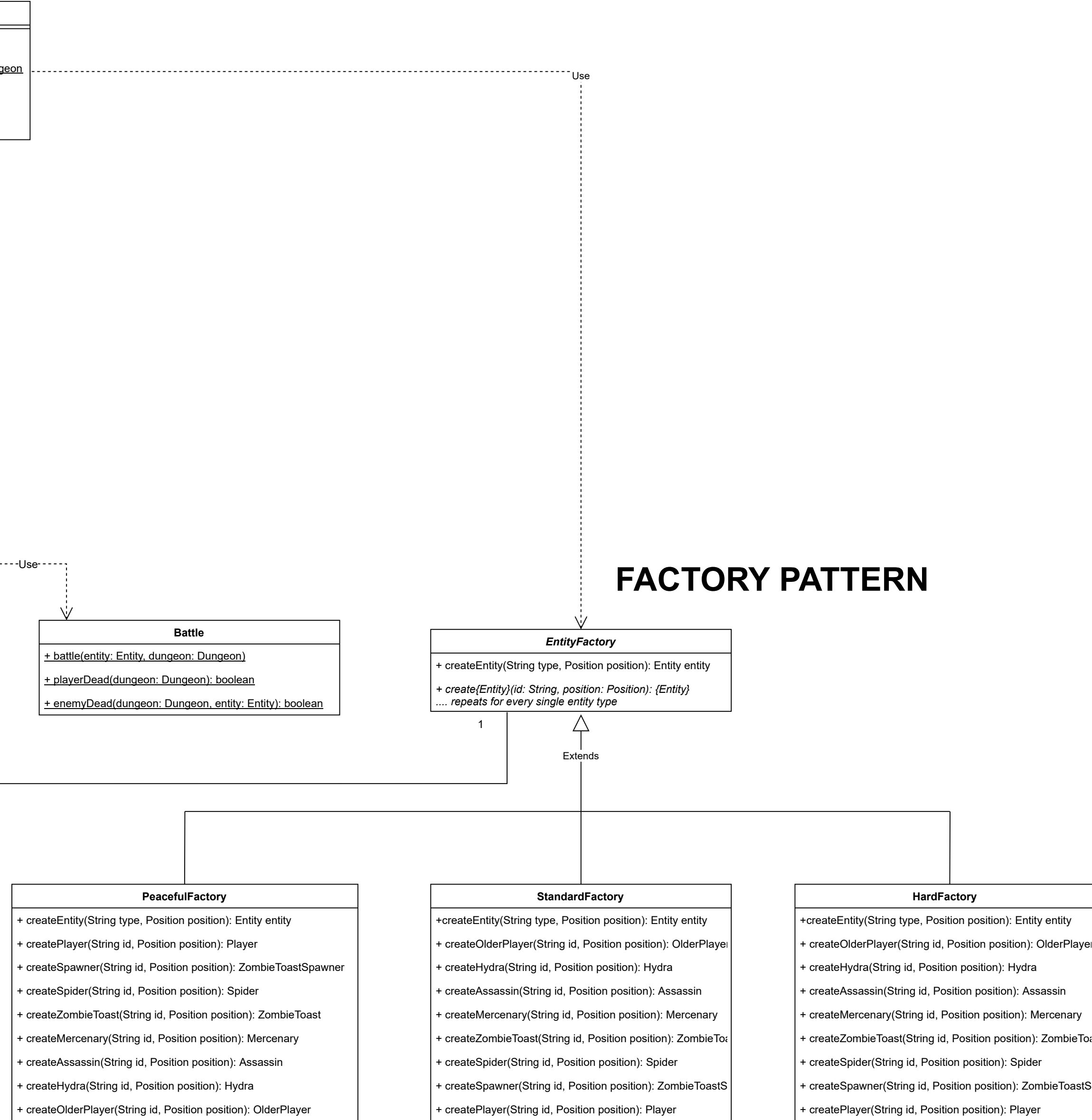


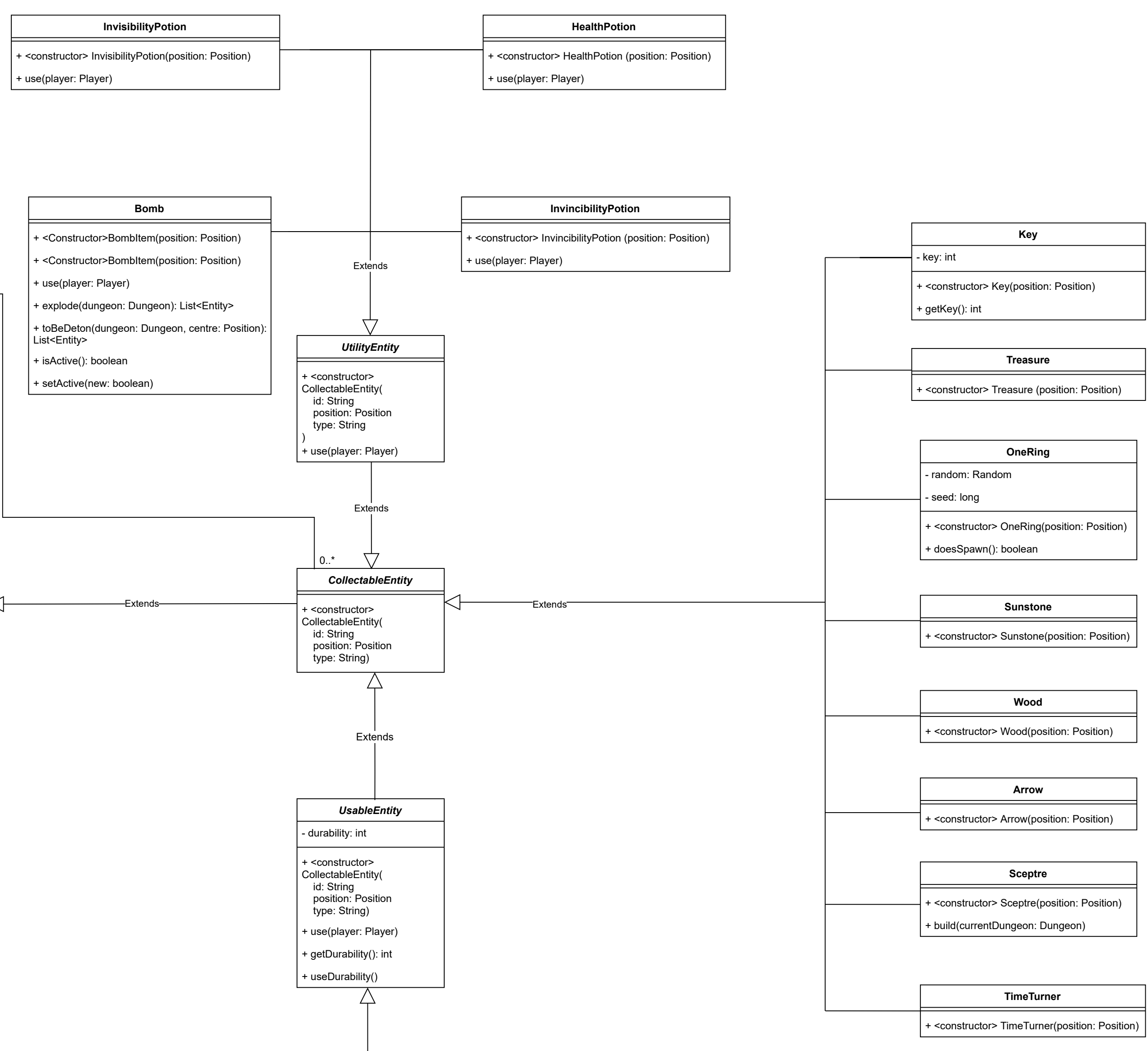
COMPOSITE PATTERN



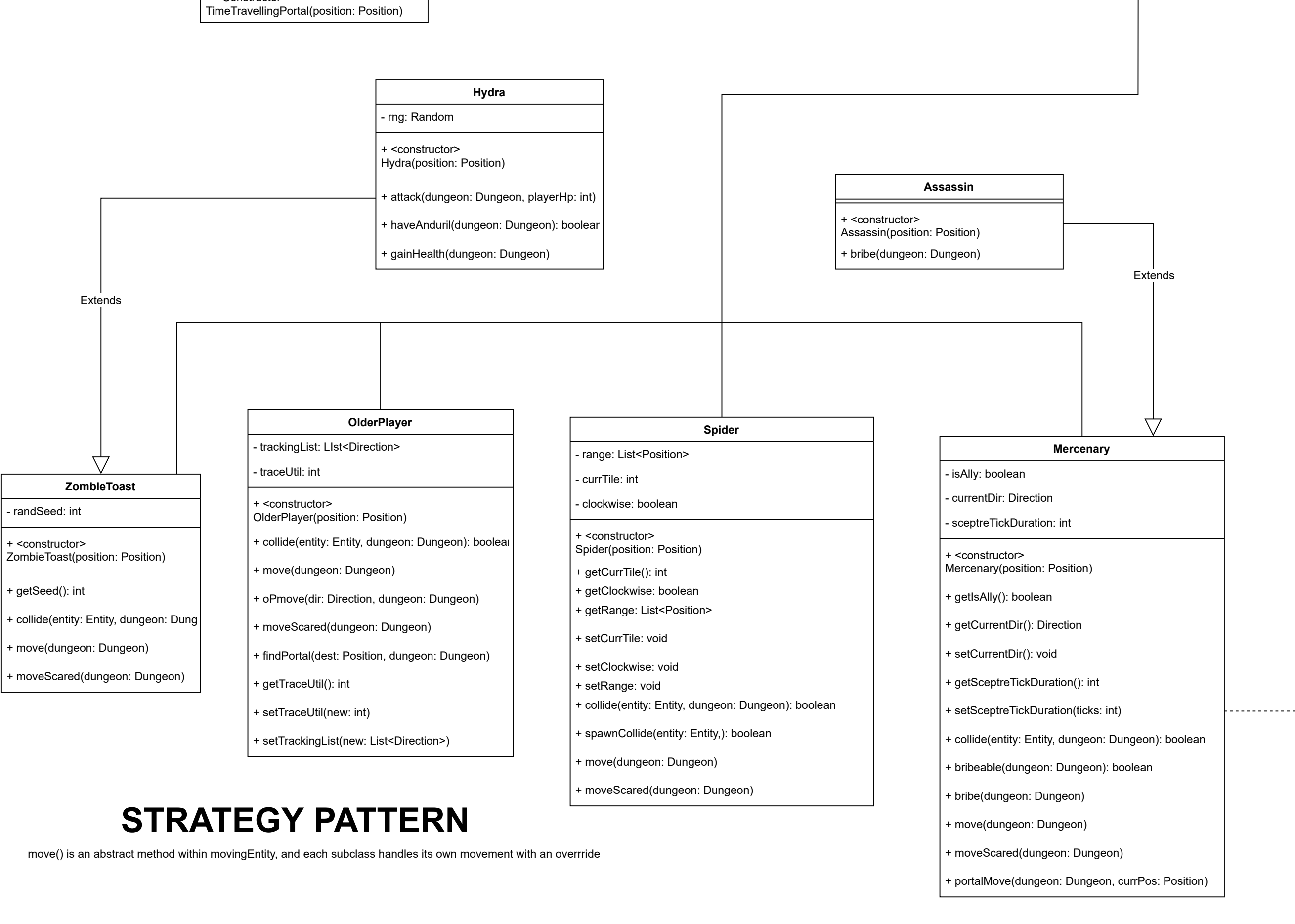
FACTORY PATTERN



TEMPLATE PATTERN



STRATEGY PATTERN



move() is an abstract method within movingEntity, and each subclass handles its own movement with an override