

Explaining the use of patterns

We have used patterns in our game, firstly we have pattern called info expert which asses and understands if the move made by the a user is valid or not, which it can understand from the board class as it has all the necessary information to judge if a move made by a user is valid or not.

To handle input systems we have pattern for Controller, which is multiple classes handling use case scenario in menu and Blokus.

We also have a creator pattern that is who should be responsible for creating an instance of new classes such as player and board and aggregating player objects and also record instances of player objects. The piece class that we have designed is strongly focused to perform one that is to hold information about the pieces, which collaborated with other classes and maintains a High Cohesion.