**Plan of Attack**

By: Galen Wray and Nisarg Patel

Day-to-Day Plan

|  |  |  |  |
| --- | --- | --- | --- |
| Date | Task | Person | Notes |
| Tuesday, November 18th | UML | Galen & Nisarg |  |
| Wednesday, November 19th | Plan of Attack | Galen & Nisarg |  |
| Thursday, November 20th |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

**Question:** After reading this subsection, would the Observer Pattern be a good pattern to use when implementing a gameboard? Why or why not?

* Yes
* Properties are the subject
* Gameboard and TextDisplay are Observers

**Question:** Suppose that we wanted to model SLC and Needles Hall more closely to Chance and Community Chest cards. Is there a suitable design pattern you could use? How would you use it?

* Idk

**Question:** What could you do to ensure there are never more than 4 Roll Up the Rims cups?

* Singleton with 4 instances

**Question:** Research the Strategy Design Pattern. Consider the Strategy and Bridge design patterns, would either be useful in implementing computer players with different levels of difficulty/intelligence?

* Df

**Question:** Is the Decorator Pattern a good pattern to use when implementing Improvements? Why or why not?

* Yes
* Improvements “decorate” the property with buildings