Paul Lee
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Observer Pattern in AdventureLab

To implement the Observer pattern in AdventureLab, I would likely turn other supporting characters from the main character into observers. Even the main character could be an observer of the other characters too, depending on their abilities. When a character becomes wounded, poisoned or starving (or worse, dead) as a change of their Health state, the other characters would be notified, and in turn would act according to their abilities. Either providing an item or using magic to resolve any maladies the character has. This would allow for the characters to be more fleshed out in terms of inventory and abilities.

I would need to implement a way to save prior states of characters, however, since I did some research prior to creating my simple stories on being able to remove a decorator from a given character. From what I read, I would have to revert to an earlier state prior to that character becoming wounded/poisoned/etc. I would have also included that aspect in the two stories I created, in order to keep the story moving without continuously adding more and more wrapper classes to the characters.