Different strategies applied for different modes of game play –

Introduction

Our game is a 3D TPS (Third person shooter) game based in an alien constructed world. The player assumes role of a soldier whose mission is to shoot the numbered boxes while defending himself from enemies so that the addition of all those numbered boxes is hundred (100). There will be three different modes (levels) for playing this game. Depending on each level, game difficulty will be hardened each time. Strategy pattern can be applied here to decide different strategies that need to be applied each time for varying difficulty level of the game.

Different Strategies –

- **Level 1 –**
Difficulty level in this mode will be easy. Numbers on the boxes will be placed such that it will be easy to make an addition of 100. E.g. numbered boxes only multiples of 10 and number of enemies will be less in this level.

- **Level 2 –**
Difficulty level in this mode will be moderate. Numbers on the boxes will be little difficult to add up to make 100. Numbered boxes will be sparsely spread in entire game area so that the player will have to search for them while defending himself.

- **Level 3 –**
Difficulty level in this mode will be hard. Numbers on the boxes will contain negative numbers as well. Because of the negative numbers, game will be harder to play. There will be some multiplier numbered boxes which the player will have to collect carefully as multiplier boxes will be multiply the number, it can go above 100 and player will lose.

Conclusion –

To achieve different modes of game play, we need a different strategy for placing numbered boxes in the game play area. In this module, it will be most appropriate to use **Strategy Pattern**.