

HOW AND WHERE WILL FACTORY PATTERN BE IMPLEMENTED IN THE GAME.

Factory pattern will be used in the game project in the following areas:

There will be various opponents in our game. These opponents will appear in various parts of the game. To select the opponents, we will use the factory method pattern.

The gameplay needs a new opponent or enemy to appear in front of the game. But instead of creating the enemy directly, it asks the factory object for the new enemy, providing the information about the type of the enemy it connects.

The factory will instantiate a new concrete enemy and then returns to the gameplay a newly created enemy.

The gameplay uses the enemies as abstract enemies without being aware about the concrete implementation.

Similarly, there will be numbers that will dynamically appear before the player. The player has to collect these numbers and perform addition tasks. To select these numbers dynamically, factory pattern will be implemented.

This is how factory pattern will be implemented in the game.