

Observer Pattern in Game

When there is one to many relationship between the objects observer pattern is used. That is, if one of the objects get updated, other objects get notified about the changes.

In the game that we are developing, we are going to use observer pattern at two places.

- The observer pattern will be used in maintaining score board of the system. When the user picks up boxes with numbers written on it, it get added to the points and once the target is achieved the level gets completed. So, for maintaining the score for the user will be demonstrated by observer pattern.
- In second part, observer pattern will be used to maintain the health of the user. While collecting the points, the enemies will try attack the user and will try to kill the user. When enemies attack user, the health will reduced. Once subjected, other objects will get notified about the changes in events and accordingly health will reduced.

These are the places we could come up with to use the Observer Pattern in order to enhance the game development.