

Different Design Pattern in different modules

1. Factory pattern: It will be used for dynamic selection of enemies and blockers at run time for the player.
2. Observer Pattern: It will be used in game for Changing the views at all the scenes whenever required.
3. Strategy Pattern: It will be used for deciding different strategies for each level of the game i.e.: easy, medium hard.
4. Command Pattern: It will be used for deciding to set commands to start the game, exit the game and setting levels of the game.
5. Decorator Pattern: It will be used to add different numbered boxes, spheres of different colors in the game