**Raditya Surya Pratama**

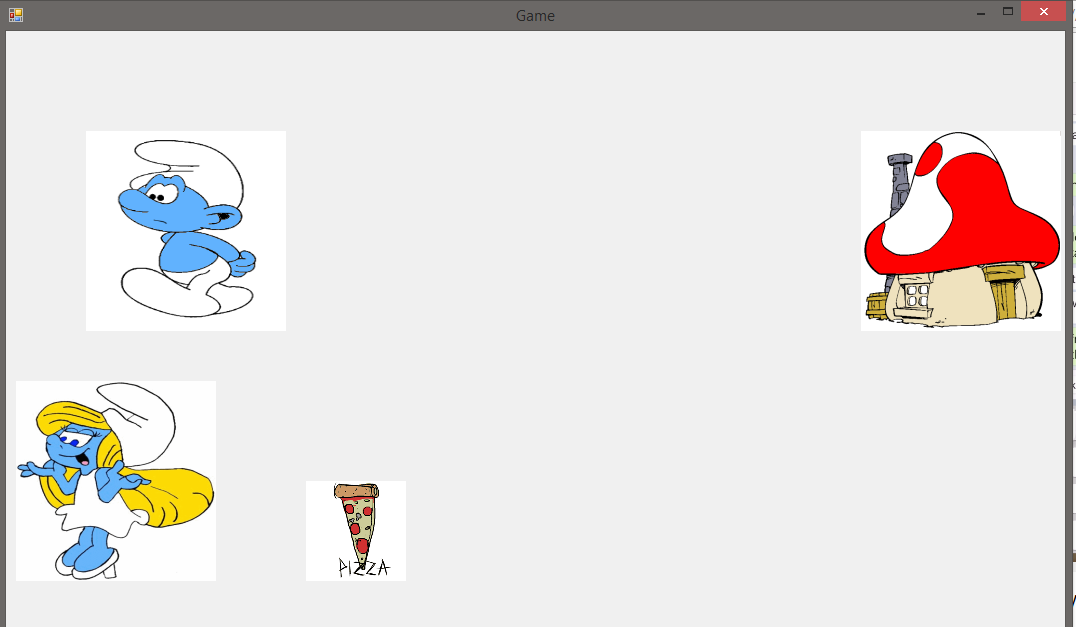
**Radu Alexandru Stoica**

Game

Abstract Factory Pattern

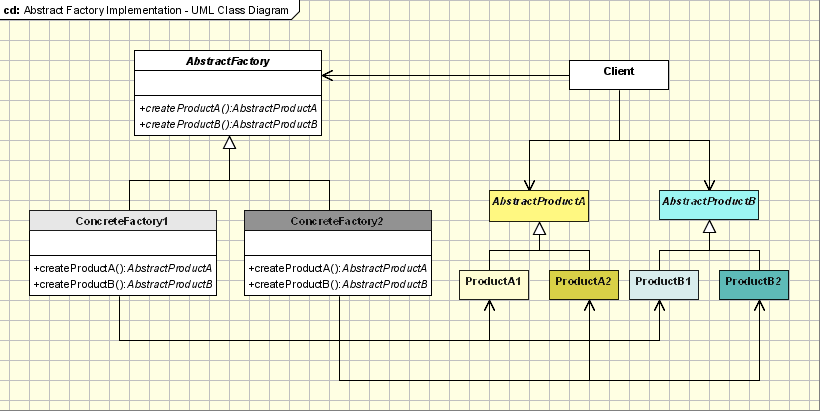
INTRODUCTION

The fourth assignment for DPR is to implement the abstract factory pattern into a smurf/minion game application. This application is working to simulate how abstract factory pattern works, by choosing the minion or smurf character to start the game.



ABSTRACT FACTORY PATTERN

Abstract factory offers the interface for creating a family or related objects, without explicitly specifying their classes.



Source: http://www.oodesign.com/abstract-factory-pattern.html

UML DIAGRAM

REUSABILITY

EXTENSIBILITY

MAINTAINABILITY

PATTERN DOWNSIDE

There are a couple of disadvantages of using the Abstract Factory pattern:

* Interface might need to be modified for all factories if there are any changes to any underlying detail of one factory.
* Difficult to support new kinds of product

Source: http://stackoverflow.com/questions/19508928/what-are-disadvantages-of-abstract-factory-design-pattern

UNIT TEST

The unit test is included in the project solution.