CardFactory (Abstract Factory Pattern)

Abstract Factory

AbstractCardFactory

+createRandomCard():Card

Client

Game Context

Card

Abstract Product

Concrete
Factories

GeneralCardFactory

+createRandomCard():Card

PathCardFactory

+createRandomCard():Card

+createStartingCard():PathCard
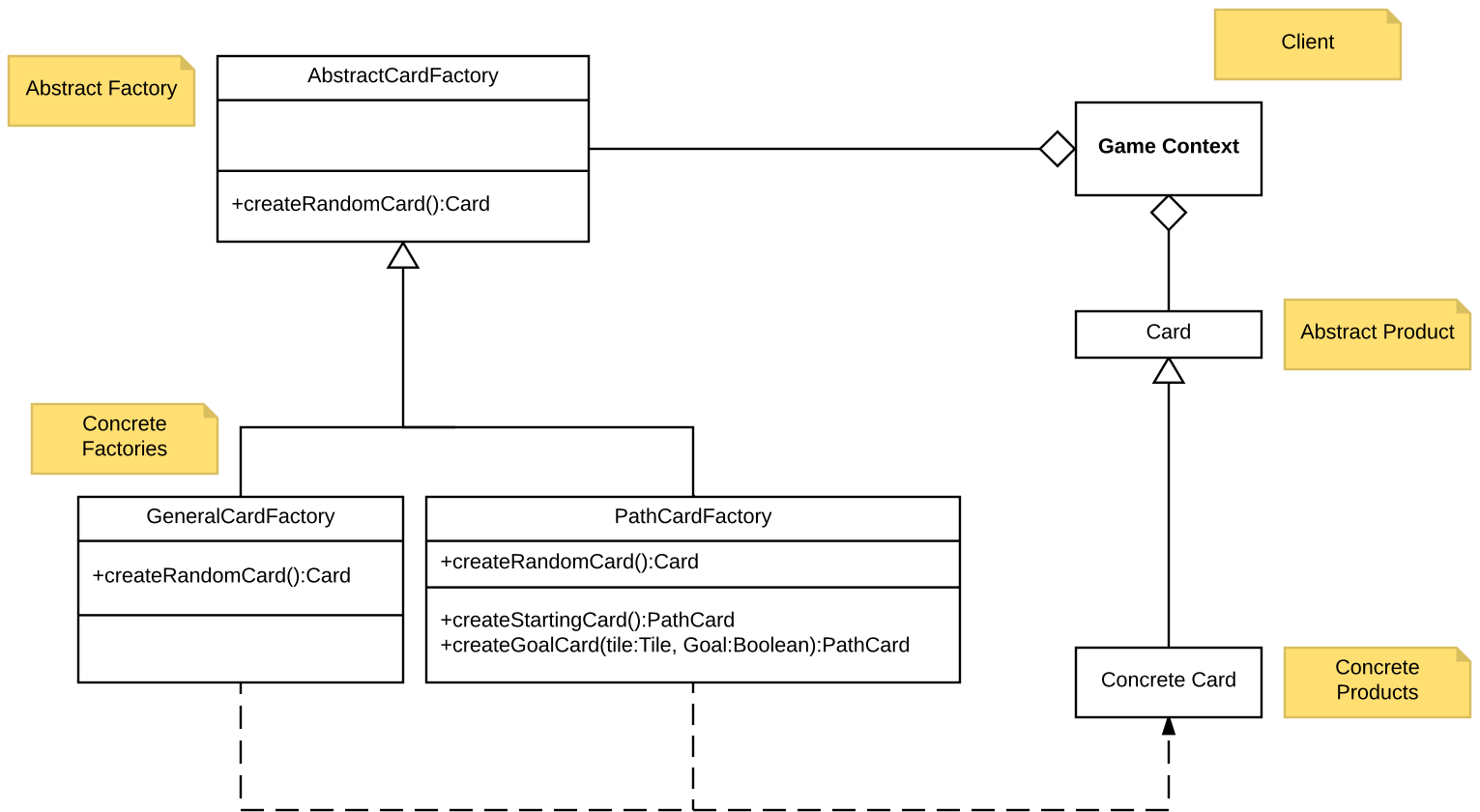+createGoalCard(tile:Tile, Goal:Boolean):PathCard

Concrete Card

Concrete
Products

Abstract Factory Pattern   - Creational - Provides an interface for creating families of related or dependant objects without specifying their concrete classes