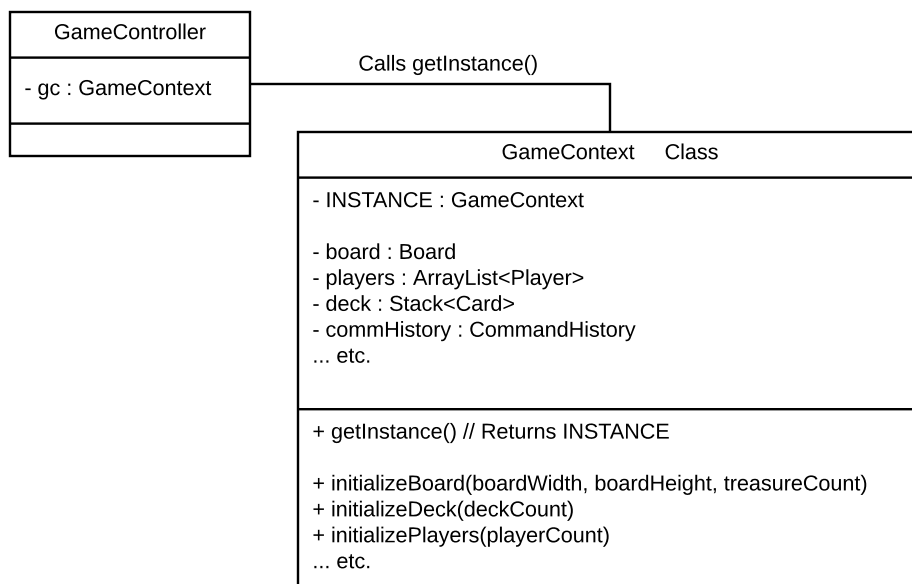


Sabotage --- GameController Class Using Singleton Pattern



Singleton - Creational Pattern -The singleton pattern ensures that only one GameContext will be initialised