

Pattern name: Singleton	
Class Name:	Role in Pattern:
GameGrid	Singleton Class
Purpose: Provide a universal instance of the game board for all classes to reference	

Pattern name: Strategy	
Class Name:	Role in Pattern:
CollectibleStrategy	Strategy Interface
CircuitStrategy	Concrete Strategy
RedKeyStrategy	Concrete Strategy
YellowKeyStrategy	Concrete Strategy
ChipsChallege	Context
Purpose: Allow the items on the ground to be picked up and manipulated by the player	

Pattern name: Observer	
Class Name:	Role in Pattern:
RedKeyDoor	Observer
YellowKeyDoor	Observer
AutoDoor	Observer
RedKeyStrategy	Observable
YellowKeyStrategy	Observable
CircuitStrategy	Observable
Purpose: Allow doors to respond when a key is picked up, or when all the circuits are picked up	

