

In-depth Design

Abstract; implemented;
Property

A brief explanation on how our design changed through the project:

- 1. Adding and implementing special design patterns – such as singleton, observer and factory.
- 2. Removed/added some of the classes methods for added functionality “on the go”.
- 3. Decided to manage users and inventory items through simulation using an in-memory dictionary rather than having a persistent user/inventory items database.

