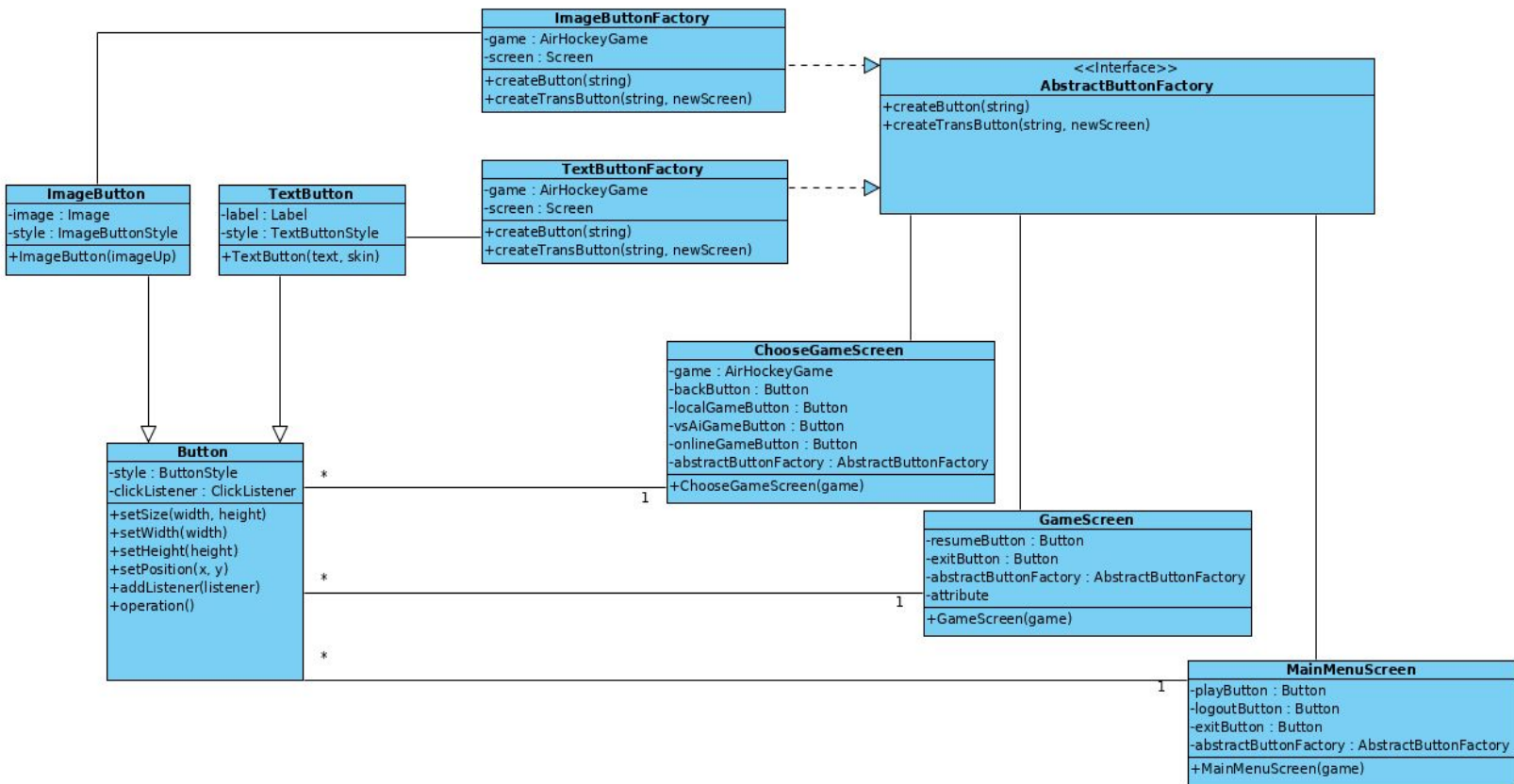


Abstract Factory Design Pattern for Buttons



There is only one of each screen (ChooseGameScreen, GameScreen and MainMenuScreen), each having buttons. Buttons can be of 2 types, ImageButton or TextButton. In order to create one you need to call the correct Button Factory (ImageButtonFactory for ImageButtons and TextButtonFactory for TextButtons). Both of those factories inherit the AbstractButtonFactory interface which defines 2 methods, one for creating a basic button and one for creating a screen transition button.