

## Project 6

### Status Summary

Name of Project: The Digital Game of Life

Partners: Stephen Lasko & Ailish Skinner

### Work Done

Stephen Lasko - Worked through and is currently working on implementing the command pattern within the program. Additionally, is the current lead on the backend of the code.

Ailish Skinner - Working on implementing the MVC pattern. Additionally, before we had gone with a working version of the code, she also worked on creating her own backend as well. But Stephen's version used the Command pattern in a much better and more efficient way.

**Issues Encountered:** The MVC pattern is trickier than expected and seems to be requiring a lot of debugging and learning a whole new set of Java. This is something that may change our plan of implementing a GUI interface and might just use a console instead. However, the mission goes on!!!! We are considering implementing an Decorating Pattern instead in order to successfully complete the 4 required patterns.

### Pattern:

Command Pattern - The command pattern is implemented when using our functions that the tiles command. This is a very useful way to have the tiles and the commands that follow them.

Singleton Pattern - As we have one boardgame, this is how we are using and implementing the singleton pattern. This was a very easy way to implement and use the singleton pattern.

MVC Pattern - This will be implemented in as

Observer Pattern - The observer pattern is used to observe and log the game into a file. This will be important to keep track of the game and the user's current status.

