Use of Patterns

- We aimed to achieve low coupling in our program. We did this by limiting the internal functions of our classes. Therefore, ensuring that classes are as independent as possible. This means that amending one class does not affect the rest of the classes. In a future version, we plan to use a creator pattern that will be responsible for creating instances of class Players. This will also lead to low coupling.

- Additionally, we aimed for high cohesion. This means that classes that provide similar functionality are closely linked. This eliminated the needs for duplication of codes.

- In the future, we could use an adapter to work on updates for our game. This can include functionality which was not needed for the course. Using an adapter would be a form of polymorphism.