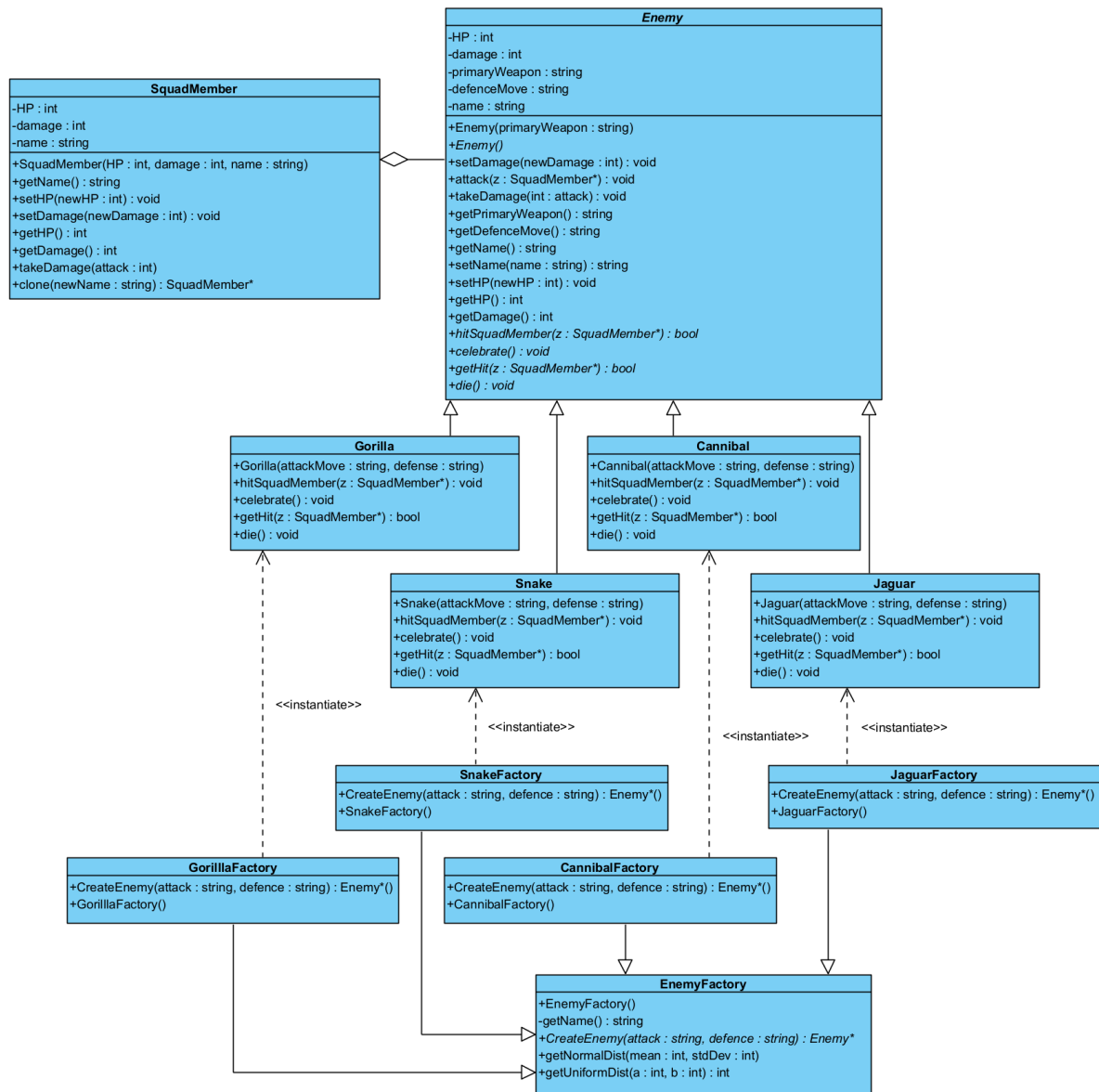


# Task 1

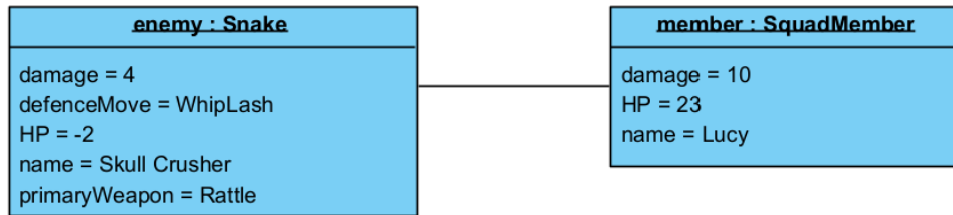
## 1.3) Template Method

# Task 2

## 2.4) UML



## 2.5) UML after first enemy is defeated



## 2.6) In this instance, the classes of the factory method are:

### Participants:

Product -> Enemy

ConcreteProduct -> Gorilla

Creator -> EnemyFactory

ConcreteCreator -> GorillaFactory

Client -> Main

### Methods:

factoryMethod -> CreateEnemy

anOperation -> Not useful in this case

## 2.7) Factory Method

# Task 4

## 4.2 a) Undo move

Before you engage in battle, a memento is saved of all of your characters. If you die, it will restore to the previous snapshot. Additionally, after battle, a snapshot of your player's states is saved again.

## b) Save and restore progress

At any point in the game, you can save your progress. This takes the snapshot and level number that the player is on and writes it out to a text file. When the game reboots, the player can choose to restore the level and statistics of the players.

4.3)

