1)Statement of work:

There is a dark age game, in this game there are some characters who have different features. There are seven types of soldiers for now which are swordsman,pikeman,archer,rifleman,skirmisher,knights and scouts. Each has different movement and attack types. Some of these soldiers attack ranged, Some of them attacks melee and some of use horses. We need to write a program to classify and express all of the soldiers for their own features. After this, when we want to add another soldier we need to do this easily.

2)Explanation on Utilized Design Pattern:

To do this, we need to use strategy pattern. Because, Strategy pattern provides a way to define a family of algorithms, encapsulate each one as an object, and make them interchangeable.

3)UML Diagram