



The game object only stores this goal object, goal.isSatisfied() <==> TreasureGoal AND (BoulderGoal OR ExitGoal)

Could use factory method to solve the problem of different game mode by building enemies/player with different battle behaviour, zombie spawner with different spawn rate, and health potion with different effects

The Class that implement this interface will trigger different actions when the player is on the same cell as the object. This is the observer in a **observer pattern** as all these entities will check position of player and update accordingly at the end of each tick

