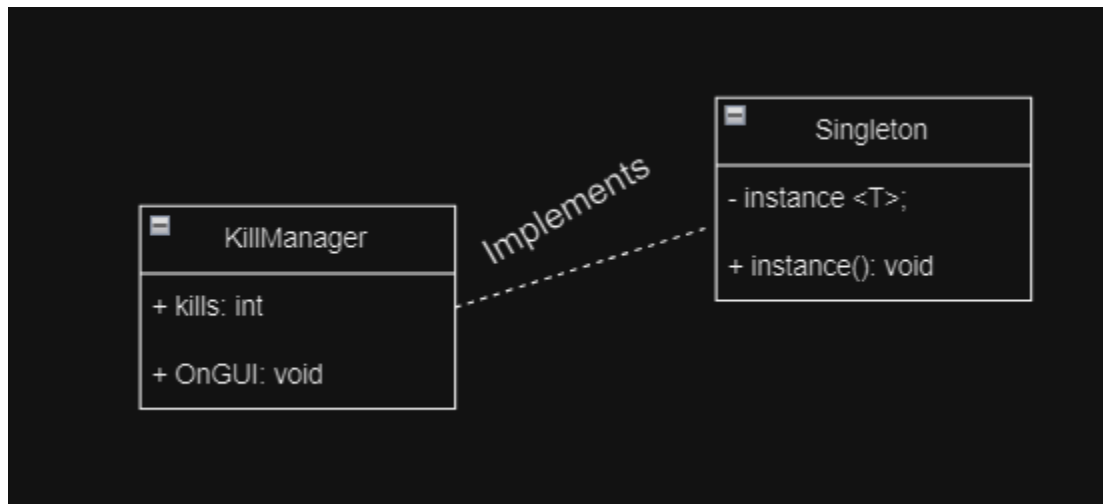


Ethan Mesina (100818647)

Note: Singleton -> KillManager, Observer -> Subject -> HealController, Command -> PlayerExecutor, couldn't find the arrows

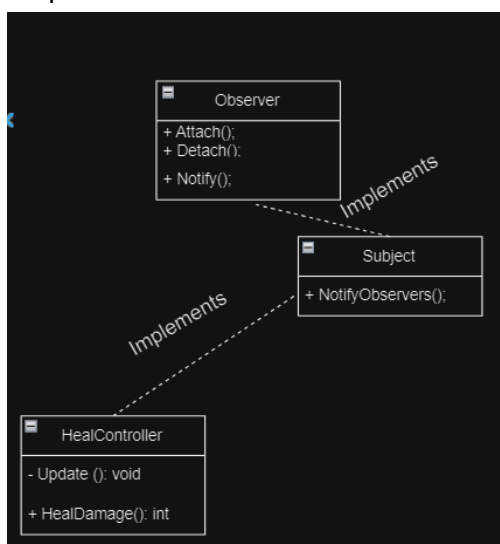
Singleton:

- I attempted to create a singleton that would monitor the amount of kills dealt from the player. This would be used by displaying on the debug log the amount of kills dealt and total amount at the end of the game.



Observer:

- This would monitor the amount of health that the player has and then when low, heal the player for a chosen amount. The function HealDamage() would be called from a different script after the observer was notified that the player fell below a certain health.



Command:

- This would be utilized in order to kill the player if needed, while not blatantly mentioning that the player would be killed. This would work by overriding the execute function to destroy the attached gameObject (ex. The player)

