IMGD 3000 - Technical Game Development I: Object-Oriented Development

by

Robert W. Lindeman

gogo@wpi.edu

Design Patterns

☐ The Interface

☐ The Singleton

☐ Object Factory

The Interface

- In Java, we can specify a contract for a given class using *interfaces*

- C++ has no formal concept of this

- We can implement them using a class with:
  - No data members
  - All purely virtual functions

- Example from C4
  - Colliders

The Singleton

- Sometimes we only want a single instance to exist for a given object
  - Game
  - Audio manager
  - Game-asset data manager
  - Different interface elements

- We can do this in C++ using a class with static member

- Examples from C4
  - TheWorld, TheGame, TheAudioManager

- Can be done generically using templates

Object Factories

- There are many types of objects that are similar
- We don't know at compile time what they are
- Save and load should remain flexible
- How can we efficiently access them?
- Object Factories allow us to solve this type of problem
- Takes advantage of *polymorphism*