PROTOTYPE PATTERN
EXAMPLE
class Monster

class Demon : Monster
class Wizard : Monster
class Ghost : Monster
WE WANT TO CREATE MORE INSTANCES
SPAWNERS FOR EVERY TYPE OF MONSTER
**class** Spawner

**class** DemonSpawner  **class** WizardSpawner  **class** GhostSpawner
class Spawner
class DemonSpawner
class WizardSpawner
class GhostSpawner
BAD
SOLUTION
SPECIFY THE KINDS OF OBJECTS TO CREATE USING A **PROTOTYPICAL INSTANCE** AND CREATE NEW OBJECTS BY COPYING THIS PROTOTYPE.
class Monster

class Demon : Monster
class Wizard : Monster
class Ghost : Monster

ADD Monster Clone() method
class Demon : Monster
class Demon : Monster

Clone()
class Demon:
    Monster

Clone()
```java
class Demon : Monster

Clone()

Clone()

Clone()
```

Clone()
Monster demonPrototype = new Demon()

Spawner demonSpawner = new Spawner(demonPrototype)
Monster.spawnprite = new Demon(spawned, demonPrototype)
Spawner.prototype = new Spawner(demonPrototype)
How to implement?

1. Add a Clone method to the class
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2. Create and configure identifiable instances
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1. Add a Clone method to the class
2. Create and configure identifiable instances
3. When a new instance is required, copy the matching prototype.
Prototype is often used together with the abstract factory and
factory method patterns.

Abstract Factory - Groups objects into families
Factory Method - Provides object creation interface
Prototype - Implements the object creation
HOMEWORK: 12.04 - 26.04

- Read Prototype chapter from Game Programming Patterns
  http://www.gameprogrammingpatterns.com/prototype.html

- Read Prototype chapter from CGLearn
  https://cglearn.eu/student/materials

- Do the Prototype task from CGLearn