ENCAPSULATE A REQUEST AS AN OBJECT,
THEREBY LETTING USERS PARAMETERIZE CLIENTS WITH DIFFERENT REQUESTS, QUEUE OR LOG REQUESTS, AND SUPPORT UNDOABLE OPERATIONS.
ENCAPSULATE A REQUEST AS AN OBJECT, 
THEY ARE USED WITH DIFFERENT REQUESTS, QUEUE OR LOG REQUESTS, AND SUPPORT UNDOABLE OPERATIONS.
ENCAPSULATE A REQUEST AS AN OBJECT, TURN ACTION INTO DATA
Function calls become:

- Easy to store
- Easy to reuse
- Delayed if necessary
- Configurable during runtime
POTENTIAL USES
Store, queue, reuse, log and execute requests at different times.
Great for managing input (rebinding)
Decouple in game entities from players/AI
Support undo/redo
Support replays
Support time rewind mechanics
HOMEWORK: 15.02 – 01.03

Read Command chapter from Game Programming Patterns
http://www.gameprogrammingpatterns.com/command.html

Complete tasks MoveCommand and SwitchCommand in
CGLearn