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Game Programming Design Patterns are templates for building modularised code that are generally a repeatable solution to a commonly occurring mechanic applied in computer games. They are general solutions that aren't tied to a particular problem, making them reusable. One such pattern is object pooling.

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The observer pattern is a software design pattern in which an object, called the subject, maintains a list of its dependents, called observers, and notifies them automatically of any state changes, usually by calling one of their methods.

The state pattern, which closely resembles Strategy Pattern, is a behavioral software design pattern, also known as the objects for states pattern. This pattern is used in

computer programming to encapsulate varying behavior for the same object based on its internal state.

Game programming patterns is a pretty good introduction to some common techniques used in game development. If you are new to the industry it is well worth a look. Anybody with a game under their belt already will likely be familiar with the majority of problems and solutions, and will likely only find a few new ideas to use in their work.

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