Objectives:
- Recognize existing design patterns in code
- Understand how to introduce a new design pattern

Activity 1: Identify 2 Existing Design Patterns (20 minutes)
You are all familiar with the STKRTS code and hopefully the code overlay in our svn trunk directory. Within the project code, identify an instance of a design pattern within the source. Describe the pattern you have found in a Word document. Be clear why you think it is that pattern, including mapping the code structure to the design pattern structure (which may not end up being exact).

Activity 2: Suggest a new design pattern (20 minutes)
Also in the code, suggest a place where a design pattern we have covered could be applied. Create a Trac ticket for it (type enhancement, keyword pattern), with you and your partner owning it. You and/or your partner may then complete the implementation of the design pattern in the code for extra credit (assign me as an owner to close out, I will judge the validity of your work). You and your partner should describe how and why you would introduce the design pattern for that code structure in your Word document.