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A design pattern is a high-level idea or proposition on how you can write code. Each design pattern has its pros and cons, so you have to learn about them as much as you can to know where and when to use them in your project. The most commonly used design pattern in game development is State Machine.

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It will help us to properly realise the potential of State Machine design patterns. Problem Statement: Let's consider a very simple version of an Uber trip life cycle.

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