MVC Pattern, my codes initial GUI was already set up with a similar premise.  
The controller is the window with all of the buttons the user can press a button which will manipulate the model in some way. i.e. inset a new vehicle or have the vehicle turn left. It then updates the second window that is displaying the intersection. The displayed intersection in this case is what we view. The user is then able to see the new display and use the controller. To make more inputs.

(Abstract) Factory Creational Design, this will be more focused on the cars the computer drives. Each car follows a generic pattern, either driving straight or changing lanes. The only time any change occurs would be when it reaches the intersection object where each vehicle object decides what it will be doing, after which the vehicle returns to its basic drive straight or change lanes functions.

Singleton creational design pattern, the single use pattern would be generating the intersection. The board we see is based on the xml file that has every value for its xy intersection saved.

Composite structural design pattern, these would be the different types of vehicles. Cars, busses and trucks are all treated as the same type of object, a vehicle that is driving. They all drive forward, change lanes and turn left or right. However, the difference between them allows for unique instances. A bus needing more time to clear a intersection then a car would or a truck taking more time to speed back up after braking.