**Information Expert**

In the KingDomino project, the MainMenu class is playing the role of information expert. Information Expert classes can create instances of other classes, has overall knowledge of classes available, and carry responsibility of performing a use case.

The MainMenu class can create instances of other classes such as GameGrid, OptionsMenu and LoadGame. It provides the user with options such as: making a new game, loading a previously saved game or changing player settings.

**Creator**

Classes designed with the Creator pattern can create instances of other classes. In the project, OptionsMenu, tilesDeck and MainMenu classes can create instances of other classes.

1. OptionsMenu class provides the user with the choices of selecting respective player settings and changing visual display options. Thus, it can create instances of classes PlayerOptionsMenu and DisplayOptionsMenu.
2. MainMenu class creates instances of GameGrid, OptionsMenu and LoadGame.

**Controller**

Classes designed with controller pattern handles input system events. Usually, classes which represent the overall system are designed with the controller pattern. In the KingDomino project, MainMenu class includes Controller pattern since it represents the overall system.

**Singleton**

Classes with Singleton pattern are called only once, and they create themselves.

MainUI class is created with the Singleton pattern.