Object Pooling
Each of the ghosts would be added into the pool and will be called upon when needed. If none are available then one will be created. Object pooling helps optimize the game by limiting the amount of entities being created and destroyed. When a ghost is eaten it will simply just be added back into the pool as an available entity. This optimization benefits the game by reducing the amount of data being used which increases the games overall performance.

Command Design
The program keeps track of the last seven dots collected and these dots can be respawned by pressing the undo button. I don't see how this optimization pattern would improve Pac-Man. It seems like a useless feature that only takes up data as in Pac-Man the dots only come back once you reach the next level or you get a game over and have to start over.

Input Management System
The input management system would allow the user to remap their controls any time they wish. It would benefit the game by allowing the game's controls to be changed to the player's preferred control layout.