

Patterns used and to use for improvement of the code:

1. Information Expert:

We have used this pattern to create a separate class for saving the gameplay, for choosing the random token and for having a high-score system for each player

2. Creator:

We use the creator pattern in `RicochetRobots` class, as this is the main class and it creates instances of `save` class, `token` class, `piece` and `player` classes.

3. Low Coupling:

We use this pattern in designing the `Piece`, `Player` and `Token` classes, as they don't have to know anything about each other.

4. Cohesion:

We use this pattern in the `Piece`, `Player`, `Token` & `Save` classes, as they are simple and carry one function. One way to improve the code is to break down the `RicochetRobots` class into smaller classes.

5. Controller:

We should use this pattern and have the main class, which is `RicochetRobots` to take the user input.

6. Polymorphism:

We use this pattern in `Save` class and `Token` class as both classes are carrying out their functionality within their classes, and using the correct data type