

**Pattern**

```

classDiagram
    class Pattern {
        -title : String
        +Pattern(gameOptions : GameOptions)
        +getString() : String
        +getGameOptions() : GameOptions
    }
  
```

- title : String
- +Pattern(gameOptions : GameOptions)
- +getString() : String
- +getGameOptions() : GameOptions

GameCreator

```

classDiagram
    class GameCreator {
        +getGameOptions() : GameOptions
        +loadPattern(pattern : Pattern)
        +makePattern(title : String) : Pattern
        +abort()
        +doCreate() : Game
    }
  
```

- +getGameOptions() : GameOptions
- +loadPattern(pattern : Pattern)
- +makePattern(title : String) : Pattern
- +abort()
- +doCreate() : Game

<<use>>

```

...
Pattern pattern = patterns.Container.searchPattern("Optionen 1", organiser);
gameOptions = pattern.getGameOptions();
...
  
```