Pattern Name: Strategy	
Class Name	Role in pattern
IDisplay	Strategy (interface)
KeyDisplay, PortalDisplay, etc.	Strategy1, Strategy2, etc.
Purpose: draw() had to be performed differently depending on the situation.	

Pattern Name: Command	
Classe Name	Role in pattern
GameSim	Client
DisplayLevel	Facade
Purpose: the GameSim was kept seperate from the display functions. It could only call on DisplayLevel to display something, which would then make the call to whichever display method actually needs to be used in the situation, and then take care of the displaying. Doing it this way helped me to organize all the display stuff.	

Pattern Name: Builder	
Class Name	Role in pattern
GameSim	Director
Level	Builder
Purpose: Level (as in Level1 or Level2, depending on what level they were at) was responsible for building whatever the currentLevel was, which was then used by GameSim.	