For the Strategy game, I used two different patterns and strategies for arranging and implementing my code. The first strategy I used was the Factory Strategy Pattern. This pattern was used for creating the different boards. Each board called on the factory, which would create a different board for each version. This allowed me to never directly call my constructor, and only required me to directly call one function within my StrategyGame. This provided the devision between creating and changing the different variables and boars within the StrategyGame.

When it came to the actual implementation of the different strategy games, I used the Template Pattern. To do this, I used an abstract BaseStrategy, which contained the rules required for each version of the Strategy game. Within the BaseStrategy, there were certain variables that determined which board type would be used. These variables would be called in the constructor of each version. These variables included the use of all pieces available in the Strategy game, as well as if the repetition rule is applied.