Usage of Pattern

- **Information Expert:** For classes die and pawns and pieces
- **Creator:** Initial GUI classes and the GameWindow act as creators.
- **Low Coupling:** The GameWindow class contributes to low-coupling as the other fundamentals of the game will never change so any changes that are to be made will be in this class and won't affect other classes.
- **High Cohesion:** is used by making different classes for each functionality of the game thus not making a bloated GameWindow class.
- **Controller:** A façade controller used as GameWindow handles all the system input events and uses the other classes to make use of it.
- **Pure Fabrication and Indirection:** For saving and loading game and external file would have been made thus making use these patterns.
- **Polymorphism:** If different AI's would have been made, a strategy classes would have been made with different strategies being implemented by the different AI's.
- **Protected Variation:** A player class, as one or more humans can play, a Player class would have saved rest of the system from the variations made by each of the players.