

# Konzept Monopoly

## Version 1:

Hauptfunktionen:

- 2 – 4 menschliche Spieler
- Keine AI
- Spiel endet, wenn auch nur ein Spieler bankrott ist

## Klassen:

- Gameboard.cs
  - o public List<EventCard> EventCards { get; private set; } = new List<EventCard>();
  - o public List<CommunityCard> CommunityCards { get; private set; } = new List<CommunityCard>();
  - o public List<StreetCard> AvailableStreetCars { get; private set; } = new List<StreetCard>();
  - o public List<Cell> Cells { get; private set; } = new List<Cell>();
  - o
- Player.cs
  - o public int Money { get; private set; }
  - o public List<StreetCard> StreetCards { get; private set; } = new List<StreetCard>();
  - o public string Name { get; private set; }
  - o public Cell CurrentCell { get; set; }
- Card.cs
  - o public string Name { get; private set; }
- Cell.cs
  - o public int Index { get; private set; }
  - o public StreetCard StreetCard { get; private set; }
- Game.cs
  - o public static string Error { get; private set; } = "";
  - o public enum Stati { Standby, Running, Finished }
  - o public Stati Status { get; private set; } = Stati.Standby;
  - o public List<Player> Players { get; private set; } = new List<Player>();
  - o public Player CurrentPlayer { get; private set; }
  - o public GameBoard GameBoard { get; private set; }
  - o public List<StepHistoryEntry> History { get; private set; } = new List<StepHistoryEntry>();

**Später:**