

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: