

ManageBuildingsController

GameController
PlayerController

GameRules

- minPlayers: int
- maxPlayers: int
- startBalance: int
- colors: Color[]

- + controlPlayerCount(int): boolean
- + winnerFound(Player[]): Player
- + passStart(int, int): boolean
- + isBuyingBuildingsEvenly(PropertySquare): boolean
- + isSellingBuildingsEvenly(PropertySquare): boolean