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| **property** |
| Property\_id Property\_cost: int  Owned\_By; int  Number\_of\_houses: int  Rent\_price: int  Monopoly\_set: string  Currently\_morgaged: boolien  House\_rent\_addition: int |
| Purchase\_property()  Sell\_houses()  Purchase\_houses ()  Send\_rent\_amount()  Mortgage\_house() |

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| **Player Slot** |
| Player\_ID: int  Cash\_amount:int  Property\_owned: string array  No\_of\_jail\_cards: int |
| Move()  Upgrade\_property()  Get\_out\_of\_jail()  Pay\_rent()  Receive\_rent() |

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| **Cards** |
| Card\_type: string  Cash\_effect: int |
| Apply\_card\_affect() |

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| **Non playable player** |
| Player\_ID: int  Cash\_amount:int  Property\_owned: string array  No\_of\_jail\_cards: int |
| Move()  Upgrade\_property()  Get\_out\_of\_jail()  Pay\_rent()  Receive\_rent() |

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| 1. Summary data | |
| Team number | 62 |
| Sprint technical lead(s) |  |
| Sprint start date | 03/02/2025 |
| Sprint end date | 17/02/2025 |

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| 1. Individual key contributions | |
| Team member | Key contribution |
| Ruby | Pgame dispays |
| Rohan | Images and documentation |
| Ben | Game logic |
| Daniel | Making and running the tests |

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| 1. User stories / task cards |
| Player class:  Space class:  Game instance class :  Main: |

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| 1. Requirements analysis |
| Player class:  Space class  Game instance class  Main: |

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| 1. design |
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