

## CRC Cards (Monopoly):

<b>Bank(entity)</b>	
<ul style="list-style-type: none"><li>• Stores houses(32) + hotels (12)</li><li>• Stores remaining Buyable Tiles(title deeds)</li></ul>	

<b>Player(entity)</b>	
<ul style="list-style-type: none"><li>• Store name/character</li><li>• Store Title deeds (properties) &amp; # of houses/hotels on each property</li><li>• Store Balance</li><li>• Getters and setters for everything above</li><li>• Interact with tiles</li></ul>	<ul style="list-style-type: none"><li>• Bank</li><li>• Buyable Tile</li><li>• Community Chest Tile</li><li>• Start Tile</li><li>• Prison Tile</li><li>• Go to jail Tile</li></ul>

<b>abstract</b>  <b>Tile (entity)</b>		
		<b>Buyable Tile</b> <b>Community Chest</b> <b>Prision</b> <b>Start</b> <b>Go to Jail</b>
<ul style="list-style-type: none"> <li>• Abstract Action method</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>•</li> </ul>	

<b>BuyableTile (entity)</b>		<b>Tile</b>
<ul style="list-style-type: none"> <li>• A tile that will ask player whether or not they want to buy it</li> <li>• Stores whether or not it is sold or available</li> </ul>	<ul style="list-style-type: none"> <li>• Player</li> <li>• Bank</li> </ul>	

<b>Start Tile (entity)</b>		<b>Tile</b>
<ul style="list-style-type: none"> <li>• Provides player with \$200 when passed</li> </ul>	<ul style="list-style-type: none"> <li>• Player</li> </ul>	

<b>Community Chest Tile (entity)</b>		<b>Tile</b>
<ul style="list-style-type: none"> <li>• Tells player an task to do or consequence to face <ul style="list-style-type: none"> <li>◦ If the action involves money, it will give or take that money to the player</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Player</li> </ul>	

<b>Prison Tile (entity)</b>		<b>Tile</b>
<ul style="list-style-type: none"> <li>• Holds a player for 3 rounds at a maximum, in each of the first or second rounds the player can exit the prison tile early if they roll a 6</li> <li>• Stores player names for players that are in jail</li> </ul>	<ul style="list-style-type: none"> <li>• Player</li> </ul>	

<b>Go to Jail Tile (entity)</b>		<b>Tile</b>
<ul style="list-style-type: none"> <li>• Sends a player to jail</li> </ul>	<ul style="list-style-type: none"> <li>• Prison Tile</li> <li>• Player</li> </ul>	

Property Checker (Use Case)	
<ul style="list-style-type: none"> <li>• Checks to see if the person can buy a tile, as in is tile buyable and person has enough money</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• Tile</li> <li>• Players</li> </ul>

Player Status(Use Case)	
<ul style="list-style-type: none"> <li>• Checks to see if the person can actually play (not bankrupt)</li> <li>• Checks a players net worth (sum of amount of money remaining and tile values)</li> </ul>	<ul style="list-style-type: none"> <li>• Players</li> </ul>

Game Status(Use Case)	
<ul style="list-style-type: none"> <li>• Checks for ending of game, that is, whether all the buyable tiles are sold.</li> <li>• Checks for ending of game, that is, whether all players are bankrupt</li> </ul>	<ul style="list-style-type: none"> <li>• Players</li> <li>• Tiles</li> </ul>

<b>Board (Use Case)</b>	
<ul style="list-style-type: none"> <li>• Stores which tile each player is on (their position)</li> <li>• Stores houses/hotels on each buyable tile</li> <li>• Keeps a list of players and their corresponding turn order.</li> </ul>	<ul style="list-style-type: none"> <li>• Tile</li> <li>• Players</li> <li>• Bank</li> </ul>

<b>Move Controller(Controller)</b>	
<b>(Parent)</b>	
<b>(Children)</b>	
<ul style="list-style-type: none"> <li>• Carries out a player's turn(player status enforces whether this is possible).</li> <li>• Controls the movement of players from one tile to another on the Board.</li> <li>• Control transition of turns.</li> <li>• Control dice rolls</li> </ul>	<ul style="list-style-type: none"> <li>• Board</li> <li>• Player status</li> </ul>

<b>Tile Controller(Controller)</b>	
<b>(Parent)</b>	
<b>(Children)</b>	
<ul style="list-style-type: none"> <li>• Purchases tile for players (property checker controls whether they can purchase it).</li> <li>• Control which players own tile on the Board,</li> <li>• Control what happens to player when they land on tile</li> </ul>	<ul style="list-style-type: none"> <li>• Board</li> <li>• Property checker</li> </ul>

<b>Main (Command Line Interface)</b>	
<ul style="list-style-type: none"><li>• Implement the GUI</li><li>• Interacts with all the classes in order to make the game run</li></ul>	<ul style="list-style-type: none"><li>• Everything</li></ul>