CRC Cards (Monopoly):

Bank(entity)	
- Stores houses(32) + hotels (12) - Stores remaining Buyable Tiles(title deeds)	

Player(entity)	
- Store name/character - Store Title deeds (properties) & # of houses/hotels on each property - Store Balance - Getters and setters for everything above - Interact with tiles	- Bank - Buyable Tile - Community Chest Tile - Start Tile - Prison Tile - Go to jail Tile

abstract Tile (entity)	Buyable Tile Community Chest Prision Start Go to Jail
● Abstract Action method ●	●

BuyableTile (entity)	Tile
● A tile that will ask player whether or not they want to buy it ● Stores whether or not it is sold or available	● Player ● Bank

Start Tile (entity)	Tile
● Provides player with $200 when passed	● Player

	Tile
Community Chest Tile (entity)	
● Tells player an task to do or consequence to face ○ If the action involves money, it will give or take that money to the player	● Player

	Tile
Prison Tile (entity)	
● 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 ● Stores player names for players that are in jail	● Player

	Tile
Go to Jail Tile (entity)	
● Sends a player to jail	● Prison Tile ● Player

Property Checker (Use Case)	
● Checks to see if the person can buy a tile, as in is tile buyable and person has enough money ●	● Tile ● Players

Player Status(Use Case)	
● Checks to see if the person can actually play (not bankrupt) ● Checks a players net worth (sum of amount of money remaining and tile values)	● Players

Game Status(Use Case)	
● Checks for ending of game, that is, whether all the buyable tiles are sold. ● Checks for ending of game, that is, whether all players are bankrupt	● Players ● Tiles ● Tile Controller

Move Controller(Controller)	(Parent)
	(Children)
● Control whose turn it is ● Control dice rolls ● assigned turn number for each player ● Control the current positions of players on the board ● Controls where the players move	● Player

Tile Controller(Controller)	(Parent)
	(Children)
● Control which players own tile ● Control what happens to player when they land on tile ● Allow/ deny tile purchase from player	● Player ● Tile ● Bank

Main (Command Line Interface)	
● Implement the GUI ● Interacts with all the classes in order to make the game run	● Everything