

CRC Cards (Monopoly):

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

Player(entity)	
<ul style="list-style-type: none">• Store name/character• Store Title deeds (properties) & # of houses/hotels on each property• Store Balance• Getters and setters for everything above• Interact with tiles	<ul style="list-style-type: none">• 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
<ul style="list-style-type: none"> Abstract Action method 		

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

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

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

Prison Tile (entity)		Tile
<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> Player 	

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

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

Player Status(Use Case)	
<ul style="list-style-type: none"> • 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) 	<ul style="list-style-type: none"> • Players

Game Status(Use Case)	
<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • Players • Tiles

Board (Use Case)	
<ul style="list-style-type: none"> • Stores which tile each player is on (their position) • Stores houses/hotels on each buyable tile 	<ul style="list-style-type: none"> • Tile • Players • Bank

Move Controller(Controller)	
<ul style="list-style-type: none"> • Enforces whether a turn can proceed. This takes into account whether the player is in the game. • Controls the movement of players from one tile to another. • 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 	<ul style="list-style-type: none"> • Player • Board • Player status • Bank

Tile Controller(Controller)	
<ul style="list-style-type: none"> • Control which players own tile • Control what happens to player when they land on tile • Purchase tile for players (property checker controls whether they can purchase the tile) 	<ul style="list-style-type: none"> • Player • Tile • Bank • Board • Property checker

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