

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 • 	<ul style="list-style-type: none"> • 	

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"> • Creates board • Stores which tile each player is on (their position) • Getters and setters for player position • Return the type of tile at a given 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"> • Carries out a player's turn(player status enforces whether this is possible). • Controls the movement of players from one tile to another on the Board. • Control transition of turns. • Control dice rolls • Assigned turn number for each player 	<ul style="list-style-type: none"> • Board • Player status

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