Card class is super class of cardType1, cardType2, cardType3, cardType4, cardType5 and cardType6. It is used when player draw a card in Luck pot and opportunity knock.

Space class is the super class of property, goTojail, potLuck, opportunityKnocks, superTax, incomeTax and freeParking.

Game class stores a group of spaces and cards which would be in the game.

Monopoly class is created to achieve basic functions of the game.

Player class includes methods that relate to player.