RULES

* Throw two dice and move your piece the number of places as indicated by the dice
* If you throw doubles, you move as usual and then roll again
* If you throw doubles three times in a row, you go to jail
* Get $200 when you pass go
* Buying property: when you land on an empty space, you can buy the property
* Paying rent: if you land on an occupied property you pay rent
* Chance/community chest: take the top card from the deck
* Income tax: pay $200 to the bank or pay 10% percent of your income to the bank
* Jail: go to jail if you land on go to jail space, get out by throwing doubles on your turn (move that many spaces but do not roll again) or use get out of jail free card or pay $50 or if you dont throw doubles by your third turn you must pay $50
* Free parking: nothing happens

LETS GET MOVING

* 4 players
* 40 spaces to potentially land
* Standard dice rolls (ignore doubles/jail/cards)
* What is landed on most frequently
* Make vector of values 1 to 40
* Randomly generate dice roll numbers for each player
* “Move” player to that value in the vector
* Add this value to a new vector of places that have been landed on
* Find vector values landed on most frequently and match them to the names of the places

DOUBLE DOWN

* Add jail
* Add doubles rolling condition
* Repeat simulation to find most frequently visited properties

TAKE A CHANCE

* Add movement cards
* Ignore effects of non-movement cards but not their existence
* Repeat simulation to find most frequently visited properties

PLAY A GAME

* Allow up to 4 players to “play”
* Choose starting board and player money level
* Payments between players
* Payments to the bank
* Payments from the bank
* When cash runs out -> player out
* Typical game length?
* Money paid to bank now put in free parking and given to players who land on the space
* Now how long is the typical game?
* Store money per player as a value
* Store bank money as value
* Before payments check if subtracting the payment value from the players money is less than zero, if it is, then they are out
* Store board as a vector of values 1-40 and keep data for what each place does as separate functions
* Store player location as a numerical value 1-40, for values greater than 40 add the dice number and then mod by 40

STEPS:

* Make board functions
* Method to roll dice
* Method to make payments
* Method to make payments
* Add in “bonus” rules