To Do List:

When you roll for the first time to get out of jail, it doesn’t go back to your turn.

Implement auction property.

Make the pieces move when you get moved by chance or chest cards.

When all but one players declare bankruptcy it just repeats the last remaining player’s turn.

Printed won and kept playing randomly.

When paying utilities, you don’t roll dice to know how much to pay

If someone is visiting jail, and someone goes to jail, it creates an infinite loop of board printing