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.

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

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

If you get to roll for a third time, no matter what you roll, you go to jail at the end