To Do List:

Implement all the chance and chest cards.

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

Implement buy and 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.

Move player to nearest railroad when card is pulled.

Rent is not being used and asked you to buy it again