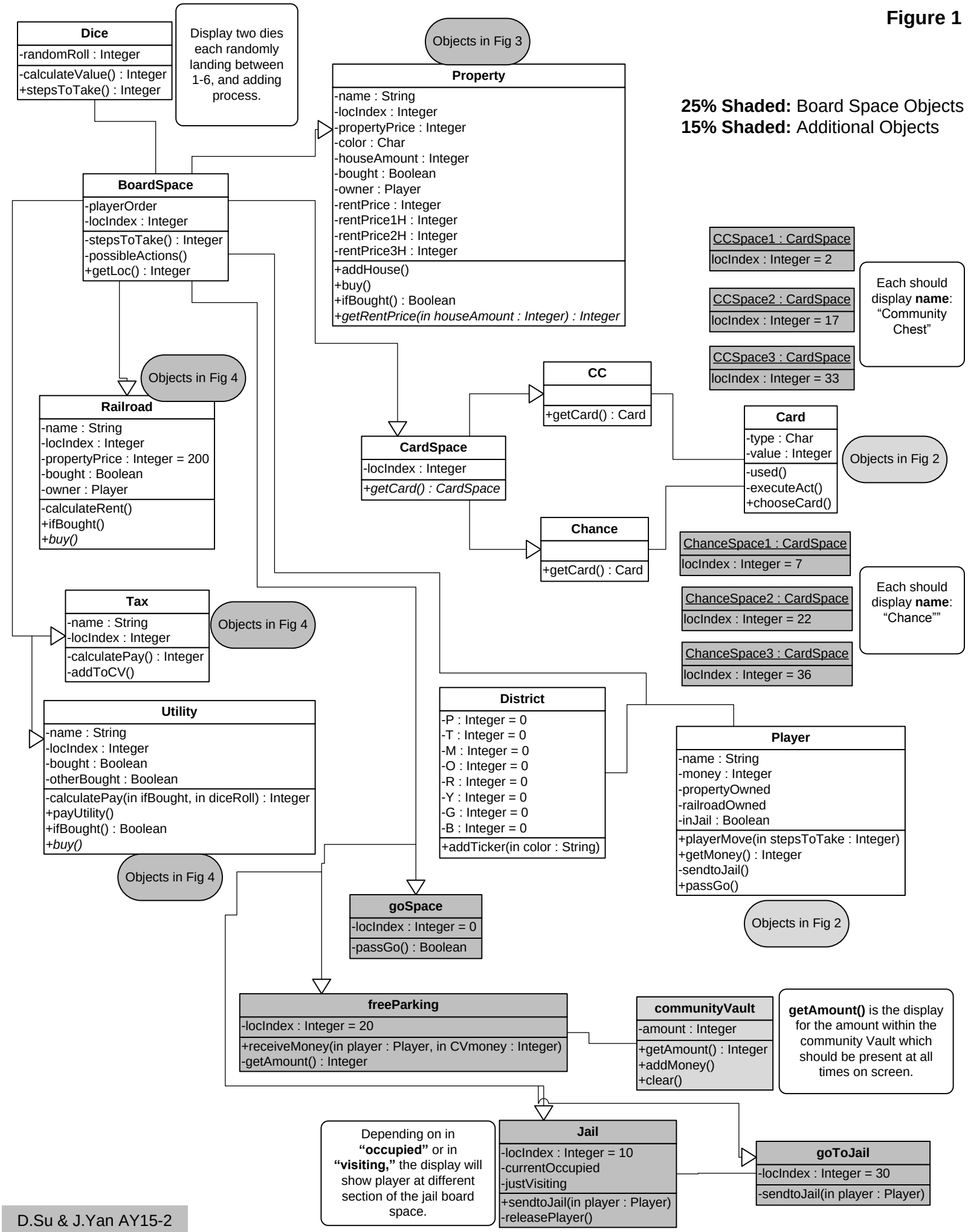
Figure 1



D.Su & J.Yan AY15-2
CS403 Project

Figure 2

***Player* Initial Conditions**

Each should immediately display **appearance** and display **money, propertyOwned, railroadOwned, inJail** upon ***click***

Player
-name : String -money : Integer -propertyOwned -railroadOwned -inJail : Boolean
+getMoney() : Integer -sendtoJail() +passGo()

TopHat : Player
name : String = "Top Hat" money : Integer = 1500 propertyOwned = List[] railroadOwned = List[] inJail : Boolean = False

Thimble : Player
name : String = "Thimble" money : Integer = 1500 propertyOwned = List[] railroadOwned = List[] inJail : Boolean = False

Shoe : Player
name : String = "Shoe" money : Integer = 1500 propertyOwned = List[] railroadOwned = List[] inJail : Boolean = False

Battleship : Player
name : String = "Battleship" money : Integer = 1500 propertyOwned = List[] railroadOwned = List[] inJail : Boolean = False

Polymorphic Card

Card
-type : Char -value : Integer
-used() -executeAct() +chooseCard()

Type Char Identifications
'P'= Pay {INT} to community vault
'A'= Advance to GO
'B'= Go backwards {INT} spaces
'E'= Pay each player {INT}
'J'= Go to jail
'C'= Collect {INT} from bank

If "Chance"...

Each should display **name**: "Chance""

Chance1 : Card
type : Char = 'P' value : Integer = 15

Chance2 : Card
type : Char = 'A' value : Integer = 0

Chance3 : Card
type : Char = 'B' value : Integer = 3

Chance4 : Card
type : Char = 'E' value : Integer = 50

Chance5 : Card
type : Char = 'J' value : Integer = 0

Chance6 : Card
type : Char = 'C' value : Integer = 150

If "CC"...

Each should display **name**: "Community Chest""

CC1 : Card
type : Char = 'C' value : Integer = 100

CC2 : Card
type : Char = 'C' value : Integer = 200

CC3 : Card
type : Char = 'P' value : Integer = 100

CC4 : Card
type : Char = 'J' value : Integer = 0

CC5 : Card
type : Char = 'C' value : Integer = 10

CC6 : Card
type : Char = 'C' value : Integer = 20

Figure 3

Property
-name : String -locIndex : Integer -propertyPrice : Integer -color : Char -houseAmount : Integer -bought : Boolean -owner : Player -rentPrice : Integer -rentPrice1H : Integer -rentPrice2H : Integer -rentPrice3H : Integer
+addHouse() +buy() +ifBought() : Boolean *+getRentPrice(in houseAmount : Integer) : Integer*

** make sure to always update this class!

1 : Property
name : String = "Mediterranean Ave" locIndex : Integer = 1 propertyPrice : Integer = 60 color : Char = 'P' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 2 rentPrice1H : Integer = 10 rentPrice2H : Integer = 30 rentPrice3H : Integer = 90

2 : Property
name : String = "Baltic Ave" locIndex : Integer = 3 propertyPrice : Integer = 60 color : Char = 'P' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 4 rentPrice1H : Integer = 20 rentPrice2H : Integer = 60 rentPrice3H : Integer = 180

3 : Property
name : String = "Oriental Ave" locIndex : Integer = 6 propertyPrice : Integer = 100 color : Char = 'T' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 6 rentPrice1H : Integer = 30 rentPrice2H : Integer = 90 rentPrice3H : Integer = 270

4 : Property
name : String = "Vermont Ave" locIndex : Integer = 8 propertyPrice : Integer = 100 color : Char = 'T' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 6 rentPrice1H : Integer = 30 rentPrice2H : Integer = 90 rentPrice3H : Integer = 270

5 : Property
name : String = "Connecticut Ave" locIndex : Integer = 9 propertyPrice : Integer = 120 color : Char = 'T' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 8 rentPrice1H : Integer = 40 rentPrice2H : Integer = 100 rentPrice3H : Integer = 300

6 : Property
name : String = "St.Charles Place" locIndex : Integer = 11 propertyPrice : Integer = 140 color : Char = 'M' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 10 rentPrice1H : Integer = 50 rentPrice2H : Integer = 150 rentPrice3H : Integer = 450

7 : Property
name : String = "States Ave" locIndex : Integer = 13 propertyPrice : Integer = 140 color : Char = 'M' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 10 rentPrice1H : Integer = 50 rentPrice2H : Integer = 150 rentPrice3H : Integer = 450

8 : Property
name : String = "Virginia Ave" locIndex : Integer = 14 propertyPrice : Integer = 160 color : Char = 'M' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 12 rentPrice1H : Integer = 60 rentPrice2H : Integer = 180 rentPrice3H : Integer = 500

9 : Property
name : String = "St.James Place" locIndex : Integer = 16 propertyPrice : Integer = 180 color : Char = 'O' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 14 rentPrice1H : Integer = 70 rentPrice2H : Integer = 200 rentPrice3H : Integer = 550

10 : Property
name : String = "Tennessee Ave" locIndex : Integer = 18 propertyPrice : Integer = 180 color : Char = 'O' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 14 rentPrice1H : Integer = 70 rentPrice2H : Integer = 200 rentPrice3H : Integer = 550

11 : Property
name : String = "New York Ave" locIndex : Integer = 19 propertyPrice : Integer = 200 color : Char = 'O' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 16 rentPrice1H : Integer = 80 rentPrice2H : Integer = 220 rentPrice3H : Integer = 600

12 : Property
name : String = "Kentucky Ave" locIndex : Integer = 21 propertyPrice : Integer = 220 color : Char = 'R' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 18 rentPrice1H : Integer = 90 rentPrice2H : Integer = 250 rentPrice3H : Integer = 700

13 : Property
name : String = "Indiana Ave" locIndex : Integer = 23 propertyPrice : Integer = 220 color : Char = 'R' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 18 rentPrice1H : Integer = 90 rentPrice2H : Integer = 250 rentPrice3H : Integer = 700

14 : Property
name : String = "Illinois Ave" locIndex : Integer = 24 propertyPrice : Integer = 240 color : Char = 'R' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 20 rentPrice1H : Integer = 100 rentPrice2H : Integer = 300 rentPrice3H : Integer = 750

15 : Property
name : String = "Atlantic Ave" locIndex : Integer = 26 propertyPrice : Integer = 260 color : Char = 'Y' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 22 rentPrice1H : Integer = 110 rentPrice2H : Integer = 330 rentPrice3H : Integer = 800

16 : Property
name : String = "Ventnor Ave" locIndex : Integer = 27 propertyPrice : Integer = 260 color : Char = 'Y' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 22 rentPrice1H : Integer = 110 rentPrice2H : Integer = 330 rentPrice3H : Integer = 800

17 : Property
name : String = "Marvins Garden" locIndex : Integer = 29 propertyPrice : Integer = 280 color : Char = 'Y' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 24 rentPrice1H : Integer = 120 rentPrice2H : Integer = 360 rentPrice3H : Integer = 850

18 : Property
name : String = "Pacific Ave" locIndex : Integer = 31 propertyPrice : Integer = 300 color : Char = 'G' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 26 rentPrice1H : Integer = 130 rentPrice2H : Integer = 390 rentPrice3H : Integer = 900

19 : Property
name : String = "North Carolina Ave" locIndex : Integer = 32 propertyPrice : Integer = 300 color : Char = 'G' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 26 rentPrice1H : Integer = 130 rentPrice2H : Integer = 390 rentPrice3H : Integer = 900

20 : Property
name : String = "Pennsylvania Ave" locIndex : Integer = 34 propertyPrice : Integer = 320 color : Char = 'G' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 28 rentPrice1H : Integer = 150 rentPrice2H : Integer = 450 rentPrice3H : Integer = 1000

21 : Property
name : String = "Park Place" locIndex : Integer = 37 propertyPrice : Integer = 350 color : Char = 'B' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 35 rentPrice1H : Integer = 175 rentPrice2H : Integer = 500 rentPrice3H : Integer = 1100

22 : Property
name : String = "Boardwalk" locIndex : Integer = 39 propertyPrice : Integer = 400 color : Char = 'B' houseAmount : Integer = 0 bought : Boolean = False owner : Player = void rentPrice : Integer = 50 rentPrice1H : Integer = 200 rentPrice2H : Integer = 600 rentPrice3H : Integer = 1400

Color options:
‘P’: Purple (2)
‘T’: Turquoise (3)
‘M’: Magenta (3)
‘O’: Orange(3)
‘R’: Red (3)
‘Y’: Yellow (3)
‘G’: Green(3)
‘B’: Blue (2)

Each property, upon hover over property space (will decide on coordinates for each space) will display the following: property name, price, color, house amount, whether bought and by whom, current rental price (depending on whether there are houses or not and also whether it is actually bought or not)

D.Su & J.Yan AY15-2
CS403 Project

Figure 4

***Make sure to update this with final
'property'at end (w/ complete methods)