The plan is to have 4 paper planes race and have the winner be random

Punters will be able to bet in multiples of 5 given they have the balance too.

I'm going to start with the abstract Punter class.

Fields:

* punterName
* punterBalance
* punterIsBusted - Subject to change to a method within each actual punter
* punterBetAmount
* punterBetPlane
* winningPlane
* myLabel
* myRadioButton

Next I'm going to create 3 different classes to instantiate that inherit the Punter Class but assign the properties

* Allan
* Brian
* Chris

Next I'm going to create a class for the planes the define and assign them in an array on the front end (form1)

Fields:

* planeName
* myPictureBox [Binds PictureBox]

Methods:

LoadPlanes();

LoadPunters();

I can’t actual load the Punters without creating a Factory class to instantiate the Punters.

Methods:

* GeneratePunter(int i) – Instantiates Punters determined by what INT was passed through

I believe I am now ready to create the logic for moving the planes

I generate a random number for which plane is moved and how far, when a plane crosses the finish line it wins and is compared to all the Punters bets.