



+ mortgage(Player): void
+ landedOn(Player*): void

+ subtractMoney(int): void
+ addProperty(BoardPiece*): void
+ removeProperty(BoardPiece*): void
+ getProperties(): vector<BoardPiece*>
+ trade(Player*, string, string): void
+ setPosition(int): void
+ showAssets(): void
+ getTurnsInTims(): int
+ setTurnsInTims(int): void