Main

Take Inputs

Create Array of Players

Initialize Variables

Game Loop
While (2 players have money)

Win logic
If peepLeft{
Look for person with
money}

Else if gets 3 rolls

Roll logic
If LEFT elif RIGHT
elif Center elif Pass

Else if gets 2 rolls

Roll logic
If LEFT elif RIGHT
elif Center elif Pass

Else if gets 1 roll

Roll logic
If LEFT elif RIGHT
elif Center elif Pass

Else if gets no rolls

pass

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checkPlayer

Loops through list of money to see if there
are at least 2 people with enough money to
play returns true or false

rollDice

Returns a randomized value between
0 and 5

left

Returns value of player to the left

right

Returns value of player to the right