Jail – Chaos Wastes

Railroads – Entrance to Underways

Class Game:

Move()

BuyFromBank()

ChargeRent()

Bankruptcy

Mortgage()

Display()

const Int playerMin = 2

const int playerMax = 6

Board – Array (1D)

Players – Objects

Attributes:

* Vector of Pointers to Spaces they own.
* Vector of card objects in inventory (cards lvl 2)
* Int representing number of get out of jail free cards
* Int representing money they have

Functions:

* Mortgage()
* BuyProperty()
* ownsCompleteSet(setIdentifier)

**Spaces – Objects**

Railroad – Object

Properties – Object

Chance

Community

Jail

Empty Space (FreeParking, Jail, Go )

Go to Jail

Jail

Tax Spaces

**Attributes:**

* Flag for in-jail (enumeration)
* Some kind of art thing.
* Int Rent cost
* Int House cost
* Int Hotel cost
* Int of num hotels
* Int of num houses
* Pointer to owning player
* Set indentifer (data type?)
* Boolean isMortgaged()

Functions:

* Display()
* ChargeRent(Player chargedPlayer)
* CalculateRent() – Private
* AddHouse()
* AddHotel()

Cards – Object (Cards lvl 1)

Community Chest – inherits card

Chance – inherits card

Get out of jail free – inherits card

Bank – Object

All cards that haven’t been drawn chance – Vector

Community chest cards – Vector

3rd type of card – vector - usable

Move – function

rollDice()