***Main:***

Create game and player objects

Display board

Choose play order of players

Rotate through turns until someone wins.

Display win message.\

**What does a turn look like:**

**Bring up menu (Trade/Cheats/RollDice/EndTurn) loop, input controlled.**

RollDice() (if dice haven’t been rolled, otherwise not an option)

Choose action based on dice roll.

Depending on where they land, choose appropriate function to call.

Cheat()

Functions to set values for a bunch of stuff.

Trade()

Choose to make a trade with other players.