***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 replace with EndTurn)

Choose action based on dice roll.

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

If they didn’t roll doubles, flag dice as rolled

If they’ve rolled three doubles in a row, jail they ass.

Cheat()

Functions to set values for a bunch of stuff.

Trade()

Choose to make a trade with other players.

GoToJail (not chooseable by user, called when 3 doubles in a row)

Catch NSMFError (no such money found) and eliminate player from game.

**Game Functions**

Cheat()

setMoney(playerNum)

makeLose(playerNum)

getProperty(String propertyName)

endGame()

skipAhead()

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Move(int moveLen)

Generate two random numbers (1-6)

If they are the same, set doubles bool to true

Move player x number of spaces (wrapping around if they would go outside the array)

If they wrapped around the array, add 200 to their total money

If space un-owned, take action based on type of space

Ask if they want to buy

If not, auction it

If they do, have them buy it (if they have enough money)

If space owned, charge rent, etc as needed.

If you own it

If its railroad, allow them to choose to move to any other railroad they own or stay in place

If someone else owns it

ChargeRent()

Return if doubles or not;

skipAhead()

stripped down move function that simply sets their location

chargeRent()

if the player the does not have enough money for the charged rent, call mortgage.

If they still don’t have enough, throw NSMF error