Input Validation

Throughout my entire user interface all of my inputs from the user will be received from buttons and drop down menus. This will be my method of input validation, this does not allow any chance for human error and does not allow the user to cause errors by entering false information. My buttons mean the user can only click one thing at a time. When there is an option which has either already been clicked by the user and cannot be used again on their turn (for example rolling a double would re-enable the roll dice button and rolling two different number would disable the button) or the buy property/buy house button which are disabled when the active player is currently on a tile which cannot be purchased e.g. GO secondly if they are on a tile which can be bought it will enable the buy property button and thirdly if they are on a property to which they own the street the buy houses button will be enabled. All of these ensure my user cannot enter exceptional data into my program.