Description of Problem - Draft 2 27/03/2019

When creating my game I will make sure I meet my users requirements, while still adding some boundaries and constraints to make my goal realistic and reduce my specification. I will be a version of monopoly which can be played by two people at a time, while people I aim to make my player able to roll the dice, buy property, receive chance and community chest cards, buy houses and move around an interactive board. Also when landing on the other players properties my program will charge them the rent for the property automatically (while taking into account if they have houses/hotels on it), I will do this using a 2D array and presence checks to detect if the property is owned by which player is any then call a function to deduct the rent of that current property. In my program I will make use of many classes to achieve all of features I would like to add and use one centre class which they will all connect too. This will be my master game loop that will control the entire game determining what will happen next and receiving all inputs from the user then processing then and the other classes will produce the outputs from the information sent from the master class. I will also use an extended class to create my user interface which interacts within the masterclass.