Functional Requirements - Draft 2 02/04/2019

* My program will have to read in all of my data files including: houses, properties purchases, community chest, chance.
* All of my inputs from the user will have came from either buttons or drop down menus so therefore my data has been completely validated and there is no possibility for the user to enter incorrect data and make errors occur.
* Declare and initialize 2D array which works for both players properties
* Ask the users for their names
* Display the user interface with current and correct positions and values
* Ask current player if they want to buy property
* Roll dice button work correctly with double
* Give the current player £200 for every time they pass GO and reset their position
* End turn button work correctly and change the active player
* Allow users to buy properties and houses/hotels when they own the full street or have 4 houses on a property
* Chance and community chest cards fully functional. Displaying a message each time one is used and deducting or incrementing the money or moving the active player to go
* Jail charge fine when they’re are inside and GO TO JAIL tile make the user go to jail without collecting £200 for passing GO.
* Free parking tile give the user the total calculated from all fines and charges from income tax, super tax and chance/community chest cards previously. While also resetting every time
* Train stations work multiplying the rent by the amount owned by that player
* Charge the correct rent for players when they land on a property owned by the other player
* Super tax and income tax work
* Display the winner and loser at the end of the game, this occurs when one users balance goes below zero therefore they have gone bankrupt and lost the game