Inputs and Outputs

Inputs:

* The users must input their name
* They must roll the dice using the button
* They must respond to the prompt asking if they want to buy the property they have landed on
* They must end their turn using the end turn button each time
* They can input if they want to buy houses or a hotel for their street

Outputs:

(all from either my user interface or dialog messages that come up)

* The current players balance
* The current players name
* Player 1’s position (showing image of property)
* Player 2’s position (showing image of property)
* The total of the dice rolled
* Die 1’s score (image of die)
* Die 2’s score (image of die)
* A dialog message showing if they user rolled the dice and allowing them to hit the roll dice button again
* The amount charged for rent
* They chance/community chest card they have received
* If they can or cannot buy houses or a hotel for their property
* Display the winner of the game
* Display the loser of the game