**PROJECT SUMMARY**

Planned Features

* Class system with different benefits and drawbacks (if necessary, for balancing purposes) for each class. Each class will have a focus on a different aspect of a game.
* Combined Community Chest and Chance cards, a new deck of drawable, consumable cards with new effects that the player can use whenever they want during their turn. The goal of this feature is to add a bit more strategy to the game.
* Saveable game state to easily continue where the game was left off.
* Teams mode where multiple players share the same wealth and properties.