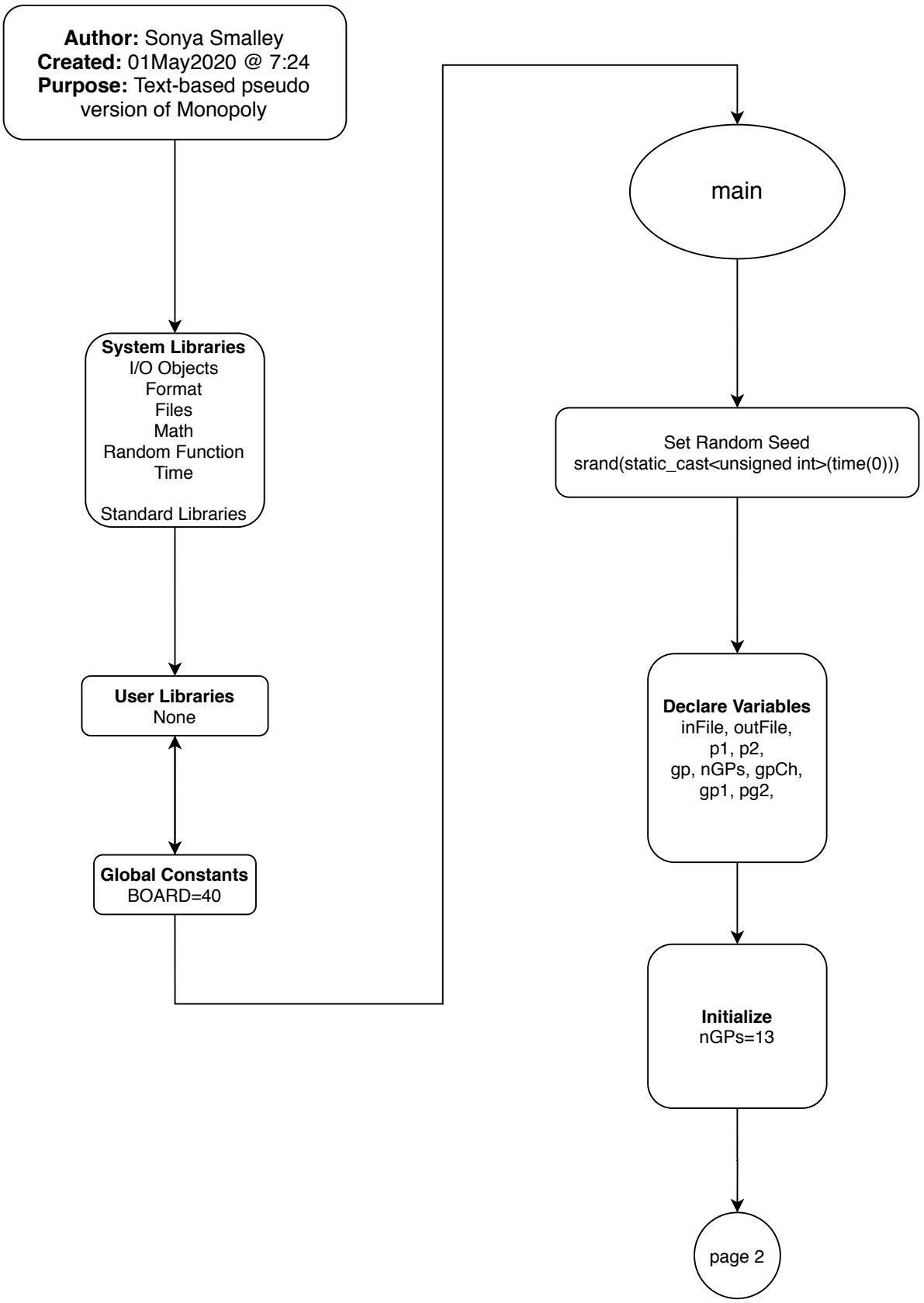
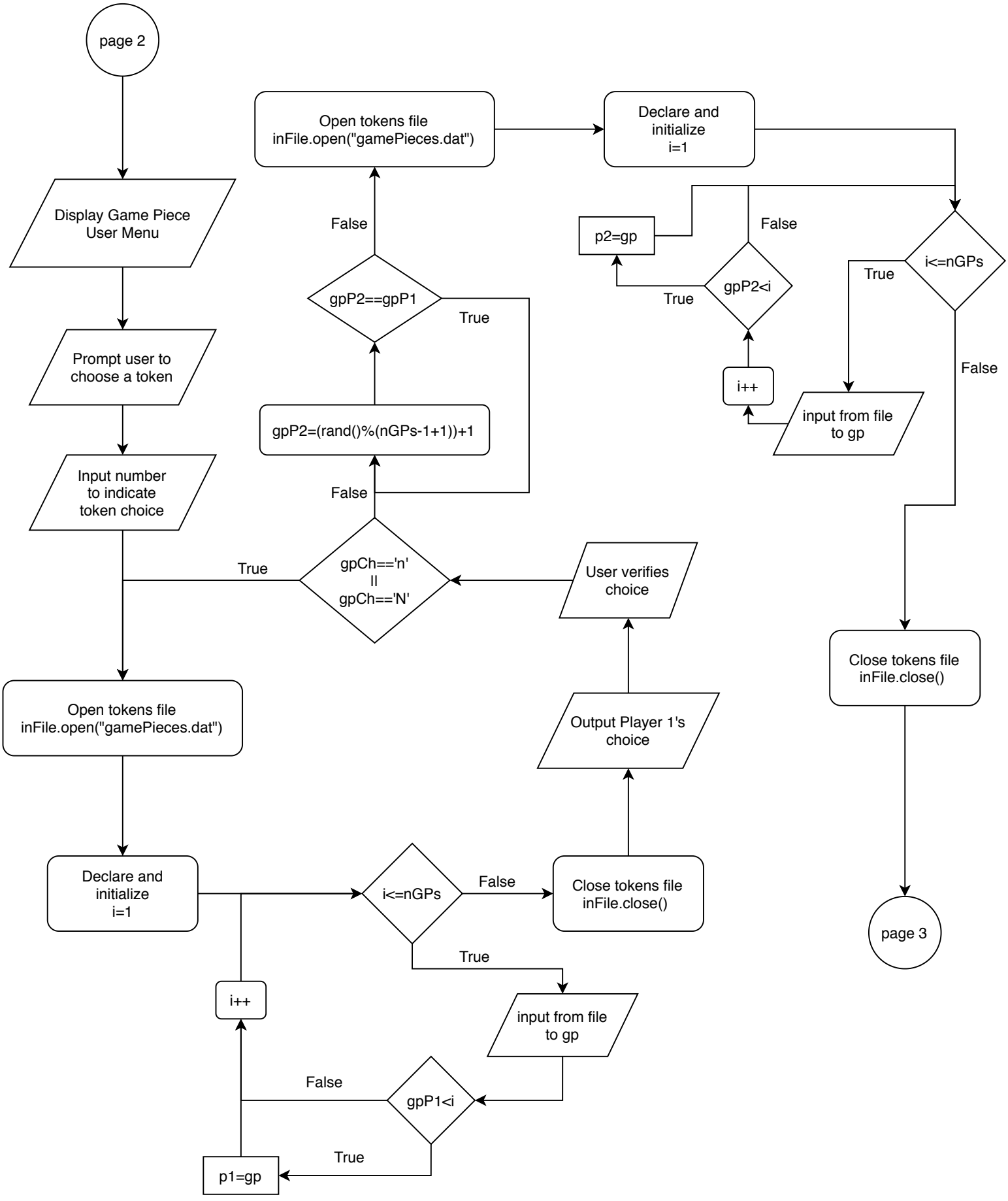
Monopoly v1


Author: Sonya Smalley
Created: 01May2020 @ 7:24
Purpose: Text-based pseudo version of Monopoly
System Libraries
I/O Objects
Format
Files
Math
Random Function
Time
Standard Libraries
User Libraries
None
Global Constants
BOARD=40
main
Set Random Seed
srand(static_cast<unsigned int>(time(0)))
Declare Variables
inFile, outFile,
p1, p2,
gp, nGPs, gpCh,
gp1, pg2,
Initialize
nGPs=13
page 2

Players Choose Tokens



Assign Properties to Players