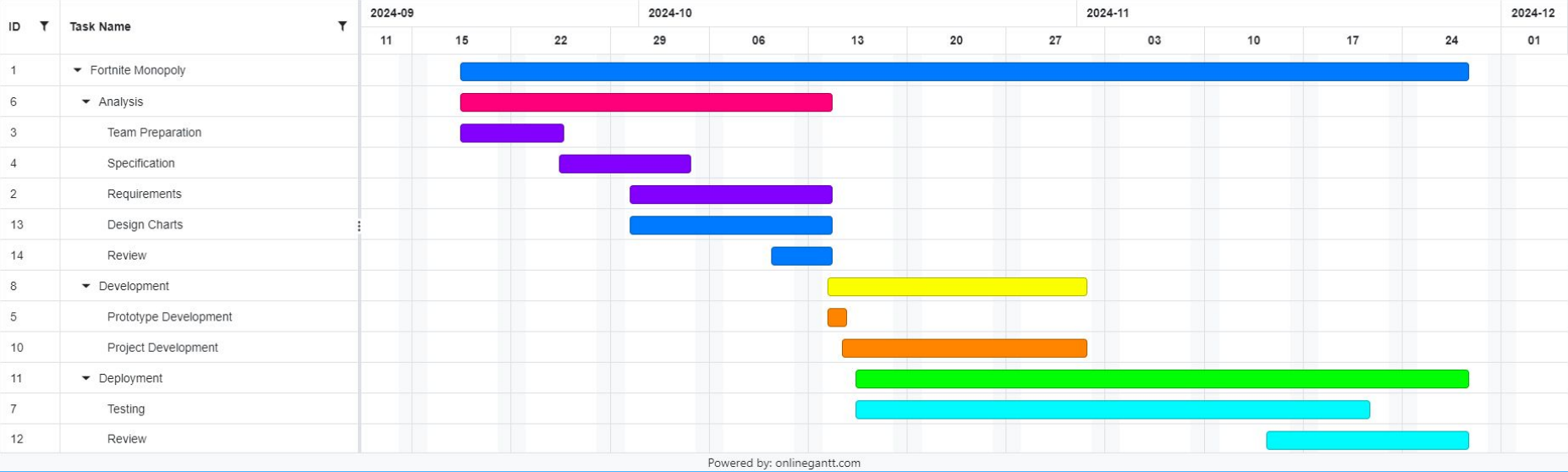# Fortnite Monopoly

Members: Vincent, Caeleb, Isaiah, Josh

Our team is creating a Fortnite-themed variation of Monopoly using Python. In this game, the materials wood, brick, and steel replace the money that is usually used in Monopoly. Once a player runs out of materials to use, they get sniped by an opposing player and are eliminated. Currently, players are able to choose their characters and roll a pair of dice that moves them around the board. Later in our project development, we'll be adding an option to select CPUs to play against. We will also add the ability to purchase sections of the map. If another player lands on that space, they will have to build using the amount of materials the space requires. We are developing this project using Pygame, a library in Python specifically designed for creating video games.

ID	Task Name	2024-09			2024-10			2024-11				2024-12
		11	15	22	29	06	13	20	27	03	10	17	24	01
1	▾ Fortnite Monopoly												
6	▾ Analysis												
3	Team Preparation												
4	Specification												
2	Requirements												
13	Design Charts												
14	Review												
8	▾ Development												
5	Prototype Development												
10	Project Development												
11	▾ Deployment												
7	Testing												
12	Review												

```python
# import the necessary libraries
import pygame
from pygame import mixer, MOUSEBUTTONUP, MOUSEBUTTONDOWN
import random
from values import Values


# initializes the game and declares values of X and Y
pygame.init()
X = 1200
Y = 800


# creates the screen, and sets the width to X and the height to Y
scrn = pygame.display.set_mode((X, Y))


# values that determine the current stage of the game
vals = Values()
vals._font1 = pygame.font.Font( name: 'freesansbold.ttf',  size: 40)
vals._font2 = pygame.font.Font( name: 'freesansbold.ttf',  size: 20)
vals._font3 = pygame.font.Font( name: 'freesansbold.ttf',  size: 30)


class Players:  4 usages

    def __init__(self, num, p):
        self._num = num
```

C:\Users\vinny\PycharmProjects\FortniteMonopoly\.venv\Scripts\python.exe C:\Users\vinny\PycharmProjects\FortniteMonopoly\Library.py