Initial Design:

Logistics:

We meet every M/W/F for over lunch.

Adam Bailey:

BaileyAJ1@gcc.edu

Stephan Nash:

NashSP1@GCC.edu

Description:

We are writing a full monopoly game with a GUI.

This game supports 2-6 players and incorporates most if not all of the traditional rules and aspects of Monopoly.

UML Diagram:

