

→ type → taxName → taxLocation	GoELC	→ Space → Player
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→ purchased → color → price → buildingPrice → location → multiplier → ownerID → rentHouse1 → currentRent → rentHouse2 → rentHouse3	Property	→ Space → Player
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→ allSpaces → allCards	Board	→ Space → Card → Property → GoToJail → AcademicProperty → Free → Tax → Chance → CommunityChest → GoELC
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→ price → currentRent → multiplier → purchased → ownerID	Academic Property	→ Space → Player
--	-------------------	---------------------

→ spaceName → type → spaceLocation	Space	
--	-------	--

→ name → balance → INITIAL AMOUNT	Account	
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→ rolled → faces	Dice	
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→ FreeSpaceAccount	Free	→ Space → Player → Account
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→ PropertyAcquired → bankAccount → playerNumber → isInJail → rollInJail → currLocation → player Name → isBankrupt → MAX_SPACE_NUM	Player	→ Account → Space
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Go To Jail

- type
- taxName
- taxLocation

→ Space
→ Player

Tax

- taxAmount

→ Space
→ Player

Tail

- type
- taxName
- taxLocation

→ Space
→ Players

CardUtility

- currCardIndex
- FREE_SPACE_INDEX

→ Card
→ Player
→ Space

Game

- PlayerList : ArrayList<Player>
- board : Board
- dice : Dice
- currPlayerIndex
- numPlaysBankrupt
- FREE_SPACE_INDEX

→ Player
→ Board
→ Dice
→ Space
→ MonopolyUtility

Card

- newLocation
- feeKeyword
- message
- isLocationCard

MonopolyUtility

- Player
- Property

Community Chest

- CCCards
- lastDrawn
- utility

→ Space
→ Card
→ CardUtility
→ Player

Chance

- CCards
- lastDrawn
- utility

→ Space
→ Card
→ CardUtility
→ Player