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| **BOARD** | | | |
| **Variable** | **Reason** | **Method** | **Reason** |
| boardLocations | Array of property cards | Get(Player.location) | Get property card |
| potLuckCards | Array of potluck cards | shuffleCards(array) | Shuffles either potluck or opportunity cards |
| opportunityCards | Array of opportunity cards | Get(potLuckCard) | Get potluck card |
|  |  | Get(opportunityCard) | Get opportunity card |
|  |  | Constructor() | Calls methods to set up cards from parser |

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| **PLAYER** | | | |
| **Variable** | **Reason** | **Method** | **Reason** |
| Location(int) | Stores player’s location on board | getters |  |
| ownedProperties(array of property cards) | Stores all owned properties | rollDice | Call dice object to roll, returns int |
| ownedOpportunityCards (array of opportunity cards) | Stores all owned opportunity cards | Move | Update location, void |
| ownedPotLuckCards(array of potluck cards) | Stores all owned potLuck cards | buyProperty | Adds property to ownedProperties, subtracts price from balance (check) |
| Balance(int) | Stores current player balance | endTurn | Ends turn of player |
| inJail(boolean) | If player in jail, true | doAction | Performs action on card – call board.get() |
| doublesRolled(int) | Counts # doubles in a row |  |  |
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| **DICE** | | | |
| **Variable** | **Reason** | **Method** | **Reason** |
|  |  | Roll | Return random number between 1-6 |

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| **BANK** | | | |
| **Variable** | **Reason** | **Method** | **Reason** |
| totalMoney | Originally 50,000 | Getter totalmoney |  |
| unownedProperties | Array of property cards | Deposit(int) | Deposits int into totalMoney |
|  |  | Withdraw(int) | Gives money to player |
|  |  | Getter unownedProperties | - |
|  |  | Add properties | - |
|  |  | Remove properties | - |

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| **PROPERTY CARDS** | | | |
| **Variable** | **Reason** | **Method** | **Reason** |
| Name |  | getters |  |
| Group |  |  |  |
| Action |  |  |  |
| canBeBought | boolean |  |  |
| price |  |  |  |
| Houses | array |  |  |
| rent |  |  |  |

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| **PARSER** | | | |
| **Variable** | **Reason** | **Method** | **Reason** |
| Location | String of file path | boardMaker | Array of property cards |

**NOTE: ADD NEW MAVEN VERSION TO NETBEANS**