**Software Engineering**

To Do:

* Update ‘Life Details’ Excel sheet as we add functionality
* Remember to do a ‘git status’ and a ‘git pull’ before starting work on any file (so that we’re working on most up to date version at all times!)
* General
  + Add exceptions to files we already have
  + Implement methods for each class: what to do when land on action space
    - i.e. how to interact with board
    - player spins --- moves --- hits **STOP** Graduation --- stops incrementing counter --- what to do next?
    - Player spins --- moves --- stops when completed all moves --- lands on action space --- do what action space says
  + How to continuously play
    - Keep going until all players reach retirement
    - When 1 player reaches retirement, stop them from moving any further
  + Make class ‘Retirement’
    - Sell all houses
    - Collect 100K from bank for each action card they hold
    - Collect 50K from bank for each child they have
    - Wealthiest player identified at end of game--- winner!
* If not retirement, loop
* What to do when land on House and Retirement spaces—make methods
* Test Spin to Win
* Add career object to player
* Fix up spaces
  + Change career
  + Family Stop space