**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
  + Space class
  + Utility (Lilliana gave us this code)
  + Config file (containing addresses of text files with board info, card info, etc.)
  + Add exceptions to files we already have
* Bríd
  + Fix classes we have already (Player especially)
* Barry
  + Make methods in classes (what to do when land on action spaces etc.)

**06/11/2018**

Bríd:

* Created InitialiseGame and updated main so that we can now run things cleanly from different classes using ‘InitialiseGame’ methods
* Updated Player, Cards to allow the InitialiseGame class to access them (I had to change a few to ‘static’ to make it easier to access them) and pass the correct things to them (small changes)
* Copied Lilianna’s Utility, Space, BoardReader
* Implemented first part of ‘moving’ a player in main

I couldn’t see the changes we made in the lab last week.. or the ‘spaces’ text file? I’m not sure where they are so I made temporary ones, just so I could keep going. We can delete these when we sort it out though!

7/11/18

* 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!
* ACTION spaces
  + Collect cards
  + Make a new attribute for ‘Person’
* Fix code so that if comment seen in ‘board.txt’, ignore.
* If not retirement, loop