tileNumber is the number of the property in order starting with Go as 0

Set this.name to n

Set this.imageName to in

Set this.group to g

Set this.cost to c

Set this.mortgage to m

Set this.mortgaged to md

Set this.unmortgage to um

Set this.owner to o

Set this.villas to v

Set this.pantheons to p

Set this.singleRent to sr

Set this.groupRent to gr

Set this.doubleRent to dr

Set this.tripleRent to tr

Set this.quadRent to qr

Set this.purchaseAllowed to pa

Set this.housesAllowed to ha

Return this.tileNumber

Return this.name

Return this.imageName

Return this.group

Return this.cost

Return this.mortgage

Return this.mortgaged

Set this.mortgaged to m

Return this.mortgaged

Return this.unmortgage

Return this.owner

Set this.owner to own

Return this.owner

Return this.villas

Set this.villas to v

Return this.villas

Return this.pantheons

Set this.pantheons to p

Return this.pantheons

Return this.singleRent

Return this.groupRent

Return this.doubleRent

Return this.tripleRent

Return this.quadRent

Return this.purchaseAllowed

Return this.housesAllowed

Initialise totalValue to currentRoll.getTotal

Initialise singleRent to totalValue multiplied by 4

Return singleRent