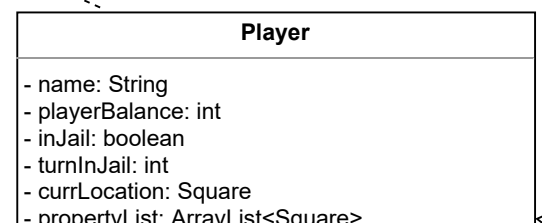
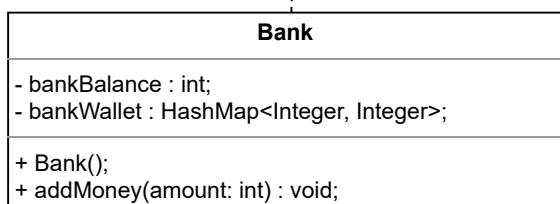
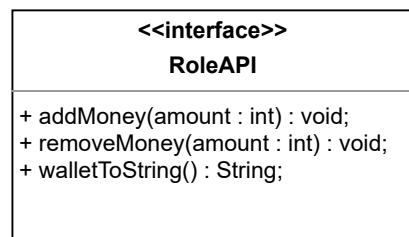
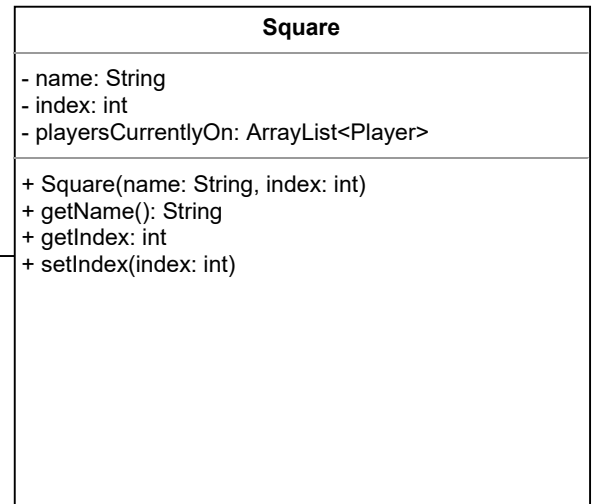
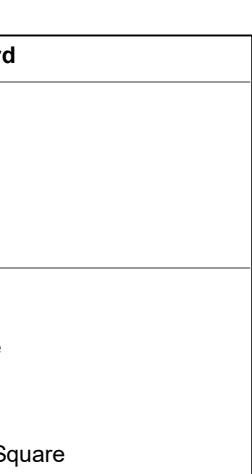


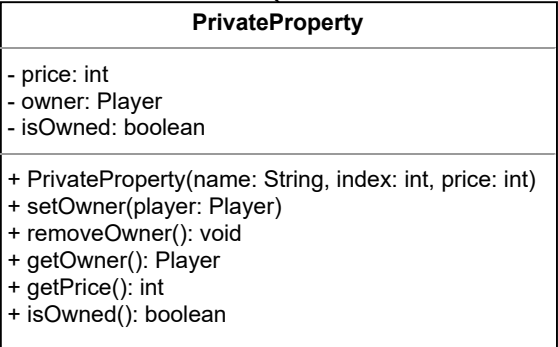
Board
<div>- LENGTH: int</div> <div>- aBoard: Array<Square></div> <div>- goToJail: Square</div> <div>- jail: Square</div> <div>- go: Square</div> <div>- freeParking: Square</div>
<div>+ Board()</div> <div>+ getGoToJail(): Square</div> <div>+ getFreeParking(): Square</div> <div>+ getLENGTH(): int</div> <div>+ getGo(): Square</div> <div>+ getJail(): Square</div> <div>+ getSQUARE(index: int): S</div>

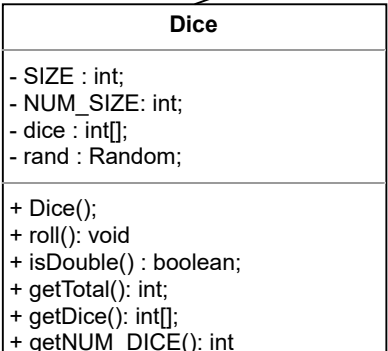
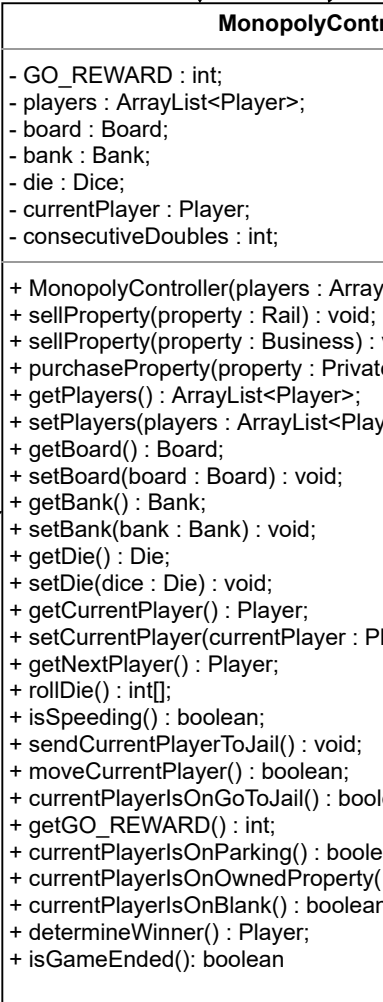
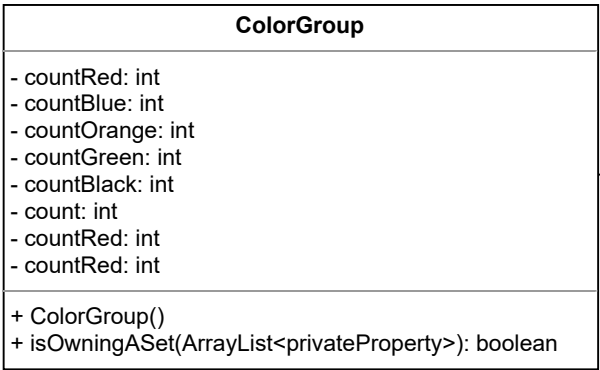


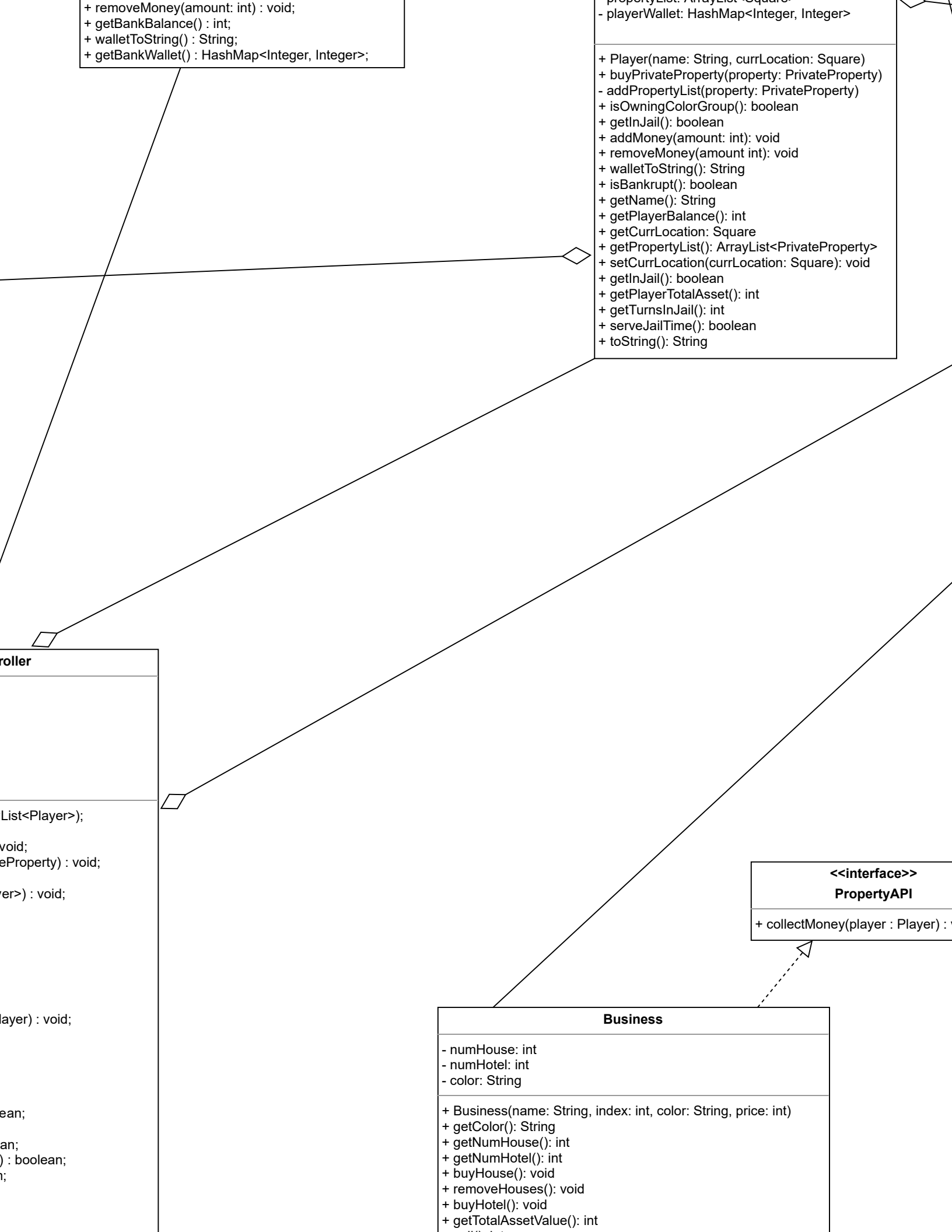


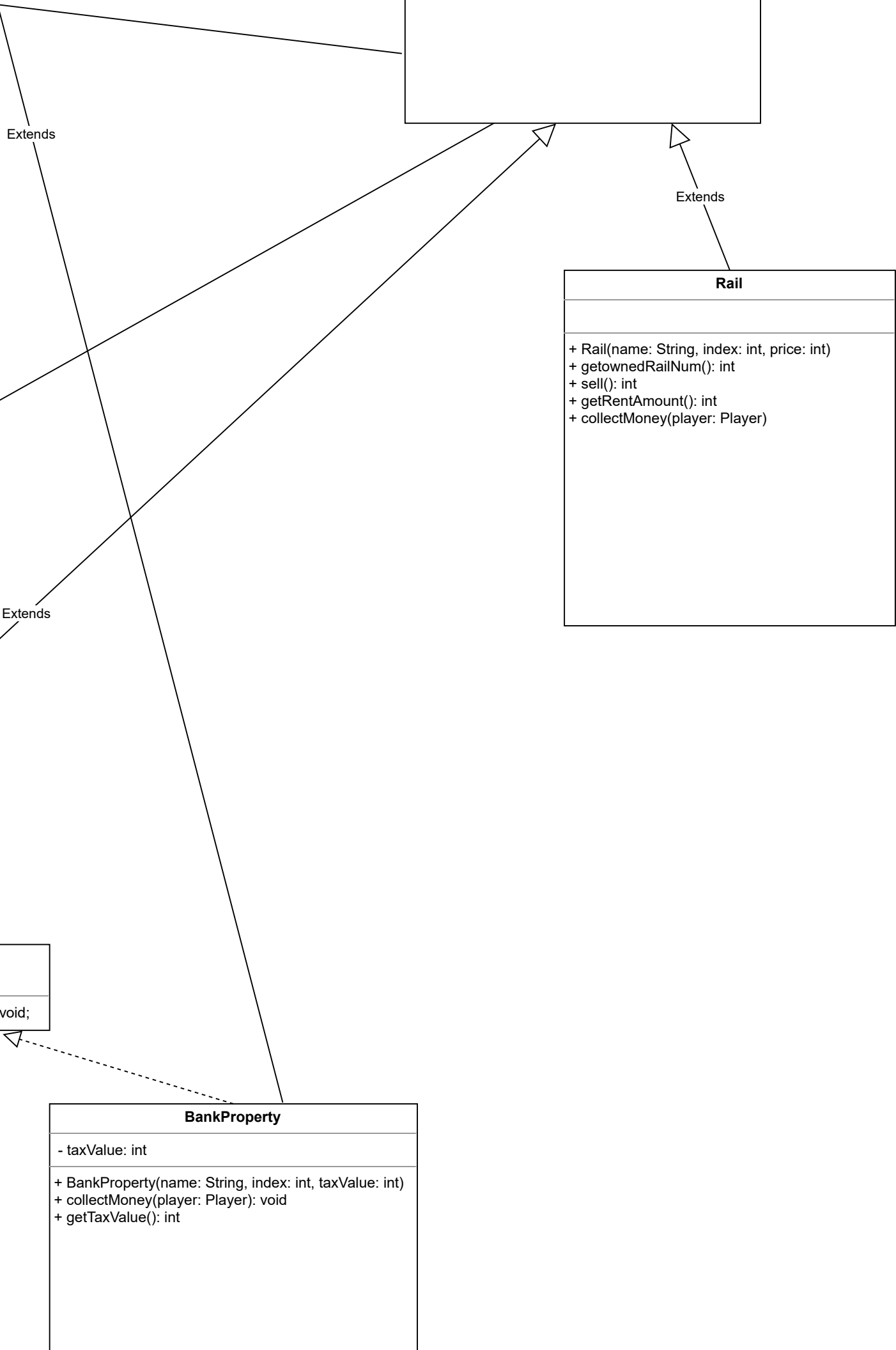
Ngo Huu Gia Bao 101163137
Zakaria Ismail 101143497
Yuguo Liu 101142730
Gabriel Benni Kelley Evensen 101119814

Extends





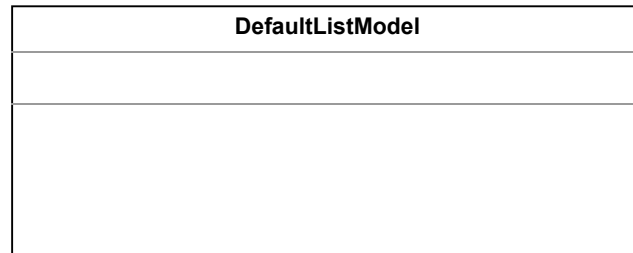




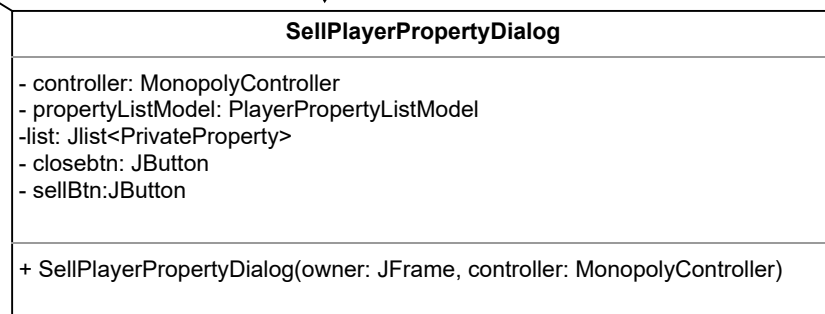
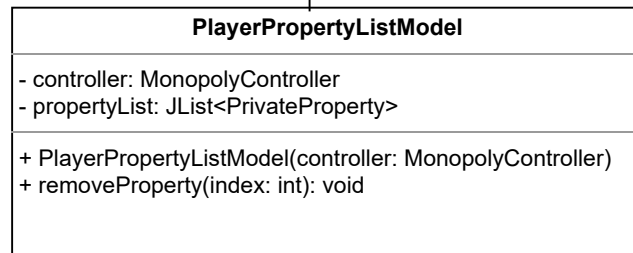
+setNumSide(numSide: int): void



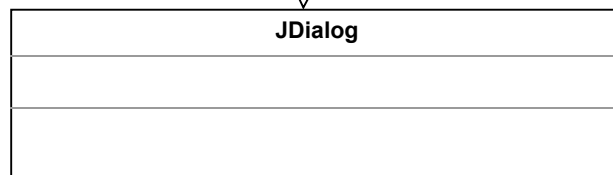
+ sell(): int
+ getRentAmount: int
+ collectMoney(): void
+ toString(): String



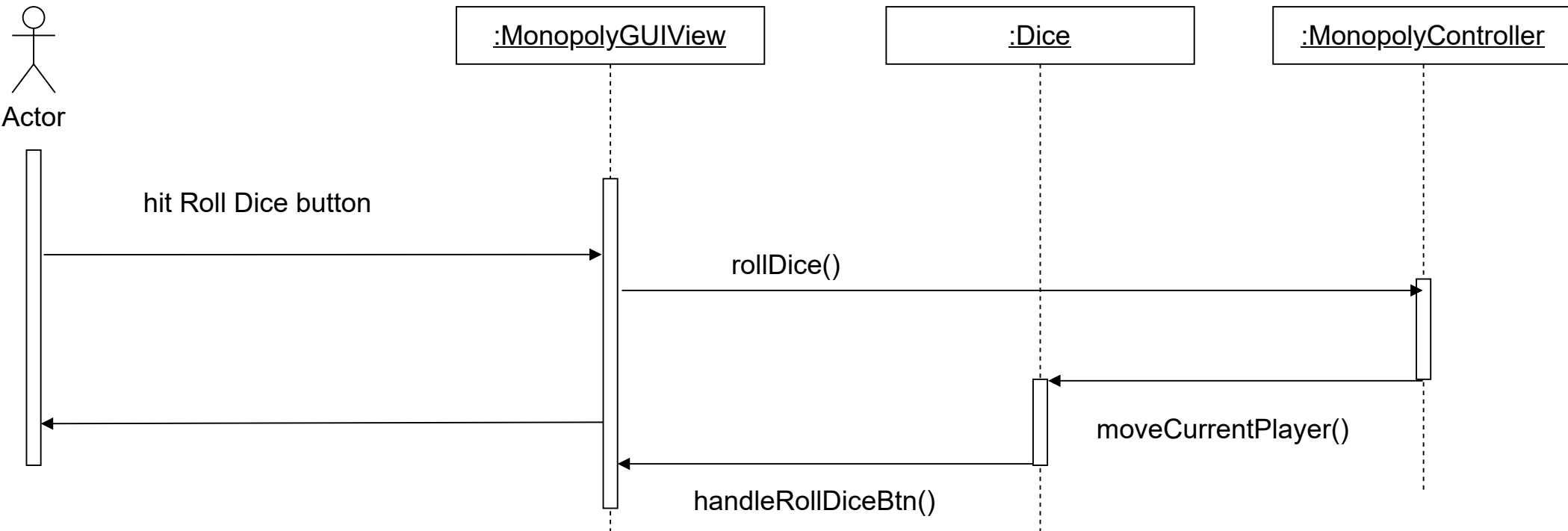
Extends



Extends







Tax Prompt (bankrupt) example:

Player X is currently at Square Y.
Player X rolls the dice. A 3 and 4 are rolled.
Player X has landed at Tax Square.

Player X, you have 5\$ cash, your net worth is 20\$, and the tax to the bank is 50\$.
Player X cannot afford to pay the tax.

--GAME OVER--
Winner: Player K with a net worth of 1000\$

Tax Prom

Player X
Player X
Player X

Player X,
1. Pay th
2. Sell pr
3. Displa

Enter cho

Prompts for rent should be similar NOTE: there is also th
Simply tell the us

Unowned property (can afford) prompt example:

Player X is currently at Square Y.
Player X rolls the dice. A 3 and 4 are rolled.
Player X, you have landed at Unowned Private Property Square.

Player X, you have 100\$ cash, your net worth is 500\$, and the price of UPPS is 50\$.
1. Purchase UPPS and end turn
2. End turn without purchasing UPPS
3. Sell properties
4. Display player status

Enter choice:

Unowned property (can

Player X is currently at
Player X rolls the dice.
Player X, you have lan

Player X, you have 100
Player X cannot afford
1. End turn
2. Sell properties
3. Display player status

Enter choice:

Dice
- SIZE : int - dice : int[]
+ Dice() + roll() : void + getTotal() : int + isDouble() : boolean + getDie() : int[]

MonopolyView
- controller : MonopolyController - players : ArrayList<Player>
+ MonopolyView() + play() : void - promptSale(player : Player) : void - displayStatus(player : Player) : void

MonopolyController
- players : ArrayList<Player> - board : Board - bank : Bank - die : Dice - currentPlayer : Player
+ MonopolyController(players : ArrayList<Player>) + purchaseProperty(property : PrivateProperty) : void + sellProperty(property : Business) : void

prompt (can afford) example:

Player X is currently at Square Y.
Player X rolls the dice. A 3 and 4 are rolled.
Player X has landed at Tax Square.

Player X you have 100\$ cash, your net worth is 500\$, and the tax to the bank is 50\$.
Player X pay the tax and end turn
Player X list of properties
Player X show player status

choice:

In the case of having enough netWorth but not enough cash.
Prompt user to sell some properties before ending their turn.

cannot afford) prompt example:

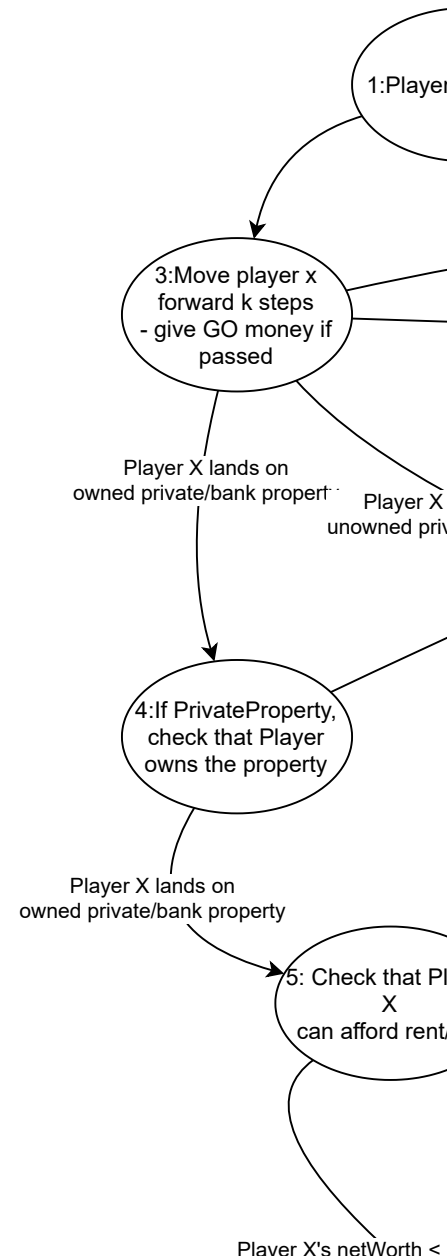
Player X is at Square Y.
A 3 and 4 are rolled.
Player X landed at Unowned Private Property Square.

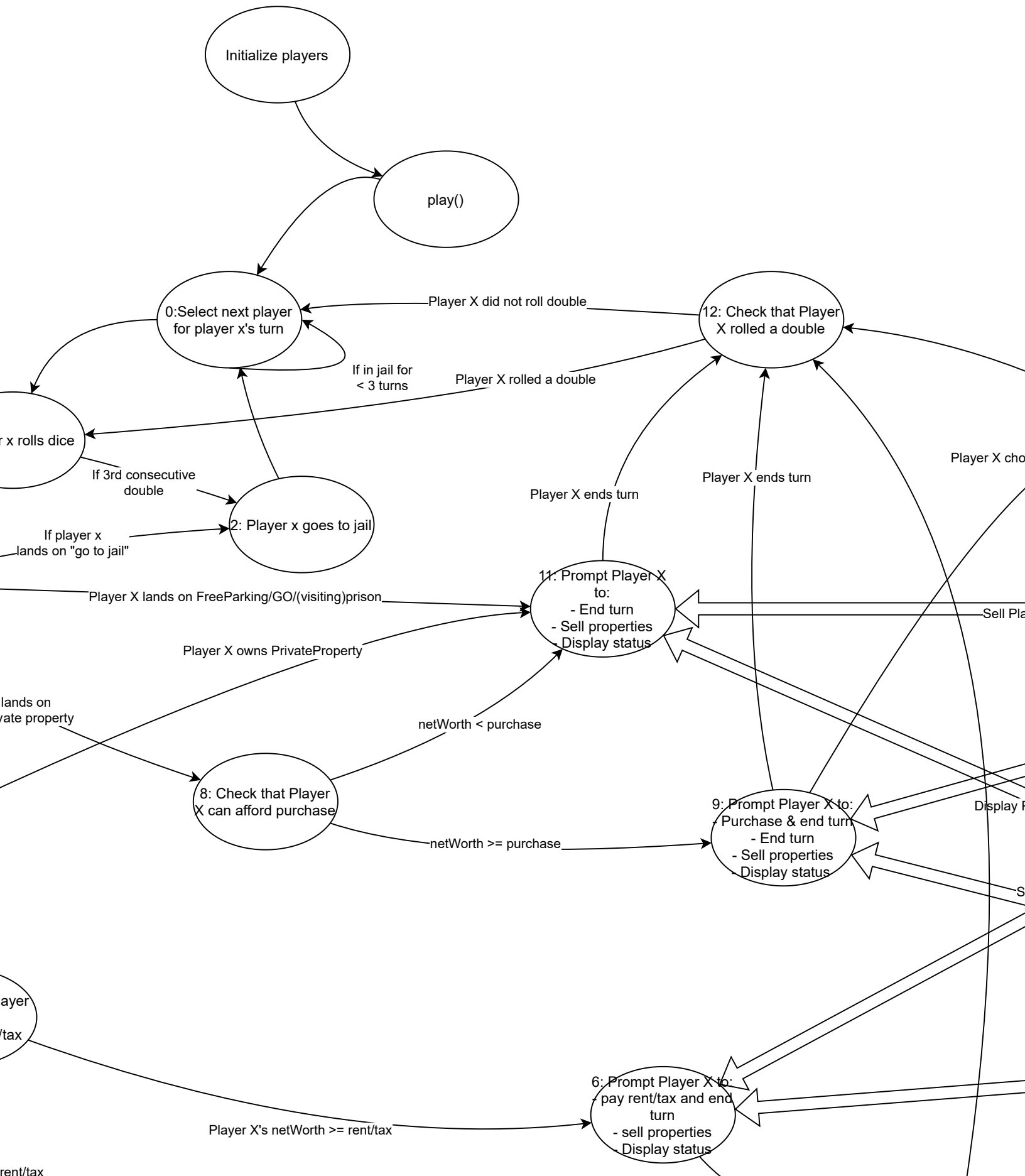
Player X you have 100\$ cash, your net worth is 500\$, and the price of UPPS is 800\$.
Player X can't afford UPPS.

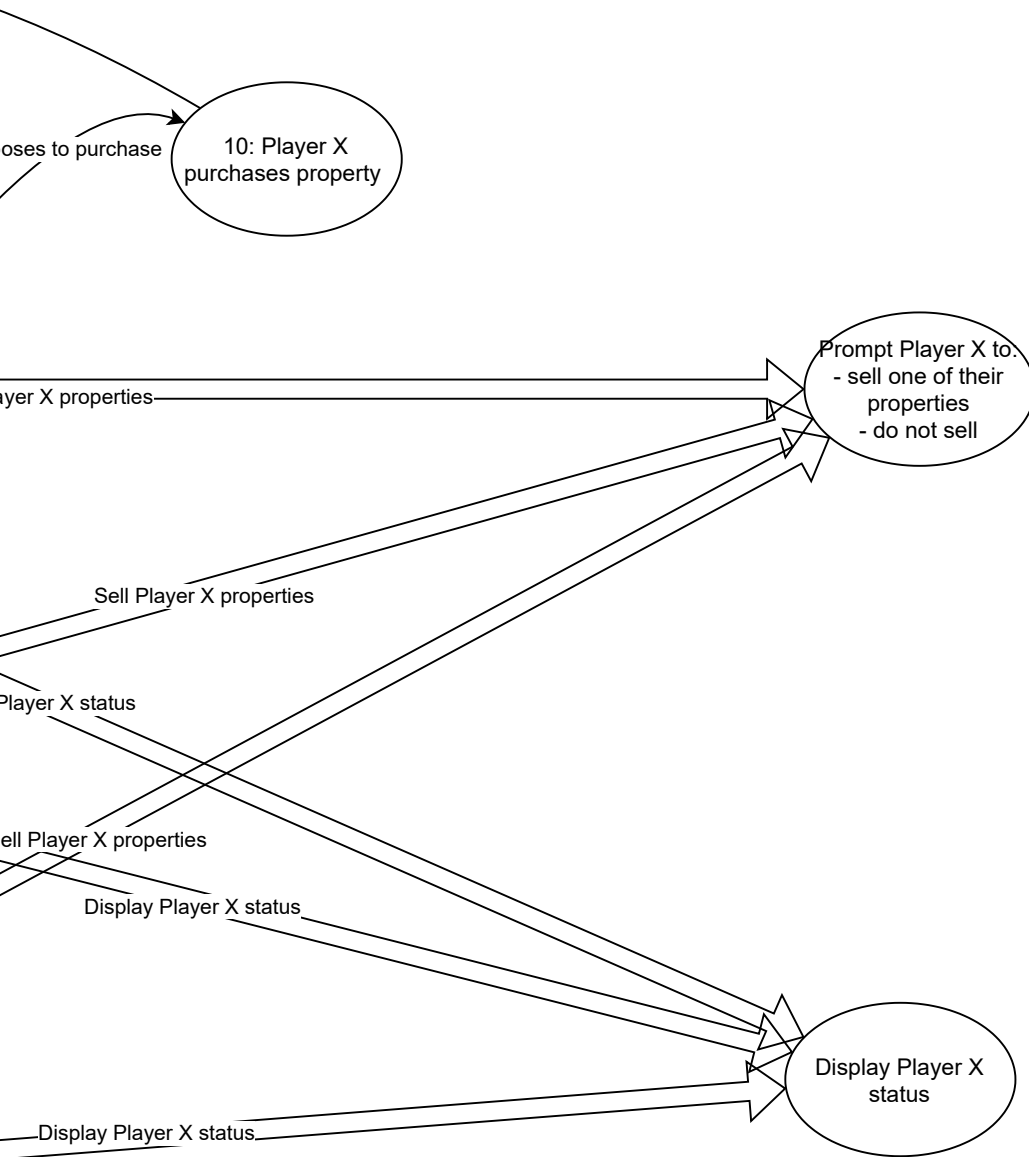
Note: I need a "visiting jail"

- list of Players will be defined and declared in MonopolyView via user input (customizable # players) and passed to Controller
- note: return value of functions is subject to discretion.
- if i cant think of one now i put void but if you think it should return then make it return
- sellProperty() is used by promptSale()
- i want a Die class so that I MonopolyView can access and present its data EDIT: nvm bobby wrote one poggers

FIXME: i forgot to include case where player lands on their own ppperty







-Use a "returnState" var to return to current state after entering state with multiple entryways?
- make a function that gives a prompt variant depending on parameters passed?
- > void promptPlayer(Player, Square PromptType.TYPE)
note: PromptType is an Enum {AffordPurchase, CannotPurchase, AffordRent, AffordTax}

Note: the act of paying taxes vs rent does not seem all that different to me.... Is there a way to merge this one single function?

ate

e,

ake

Notes:-

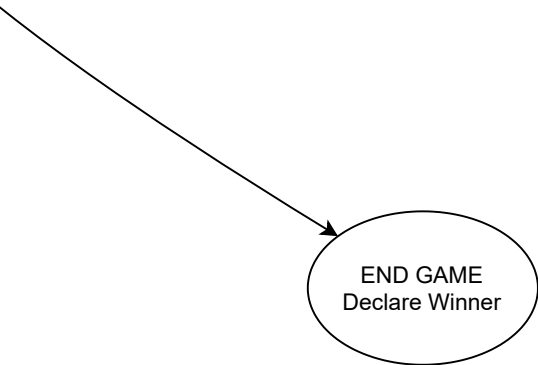
purchaseProperty does not check if the currentPlayer does already own the property.

purchaseProperty automatically gets a house for the square if a full colour set is owned by the currentPlayer

currentPlayer set to which ever Player is at the index 0 of the ArrayList<Player> (passed as a parameter in MonopolyController())

...after each turn you could put a new player at index 0

END GAME



Player X pays rent/tax

