Name	GameState	State desc.
No action	NO_ACTION	The status in between operations, so that player cannot trigger several actions at once
Start of turn	DICE	Waiting for the player to roll the dice
Not enough funds to pay	NO_FUNDS_PAY	Player can either take mortgage, sell something->later, or declare bankrupcy
Not enough funds to upgrade	NO_FUNDS_BUY	Player has not got enough money to upgrade property or buy it
Buying new property	AWAITING_PURCHASE	Property is not owned and the player can buy it
Paying for stepping on property	AWAITING_RENT	Property is owned and the player must pay - has enough funds
Own property - possible upgrade	AWAITING_UPGRADE	Property and whole group owned by the player, can buy
Own property - no upgrade	CANNOT_UPGRADE	Player owns the property, but not all properties of the group
Special card field	SPECIAL_CARD	Player stepped on the Risk or Treasure card - either pays or redirected to NO_FUNDS_PAY
Special action field	SPECIAL_FIELD	Start, Police, Parking, Visit, Tax - automated actions or NO_FUNDS_PAY
Next turn menu	WHAT_NEXT	Showing menu for next action after playing turn - trade, mortgage, end turn
Purchase offer	TRADE_OFFER	Lets player choose which property he wants to buy + set money offer
Purchase accept/reject	TRADE_CONFIRM	The other player can accept or reject the offer (later: counter-offer)
Mortgage management	MORTGAGE_MENU	Menu - player can choose what he wants to do with mortgages
Choose property to take mortgage on	MORTGAGE_TAKE	Player chooses property he wants to take mortgage on
Choose property to repay mortgage	MORTGAGE_PAY	Player can pay off mortgages he took
Holiday	HOLIDAY	Player is on holiday, the turn ends imediately

Name	Button1	Redirect to	Button2	Redirect to	Button3	Redirect to
No action						
Start of turn	Roll	An action according to field				
Not enough funds to pay	Declare Banckru	DICE (next player)	Take Mortgage	MORTGAGE_TAKE		
Not enough funds to upgrade	OK (show info)	WHAT_NEXT				
Buying new property	Yes	(buy) WHAT_NEXT	No	WHAT_NEXT		
Paying for stepping on property	Pay	WHAT_NEXT				
Own property - possible upgrade	Upgrade	(upgrade) WHAT_NEXT	No upgrade	WHAT_NEXT		
Own property - no upgrade	OK (show info)	WHAT_NEXT				
Special card field	OK (show card)	WHAT_NEXT				
Special action field	OK (show info)	WHAT_NEXT				
Next turn menu	Trade	TRADE_OFFER(later MENU)	Manage Mortgages	MORTGAGE_MENU	End Turn	DICE (next player)
Purchase offer	Send offer	TRADE_CONFIRM	Back	WHAT_NEXT		
Purchase accept/reject	Accept	WHAT_NEXT (info)	Decline	WHAT_NEXT (info)		
Mortgage management	Take Mortgage	MORTGAGE_TAKE	Pay off mortgage	MORTGAGE_PAY	Back	WHAT_NEXT
Choose property to take mortgage on	Send offer	MORTGAGE_PAY	Back	WHAT_NEXT		
Choose property to repay mortgage	Accept	WHAT_NEXT (make transfer)	Decline	WHAT_NEXT		
Holiday	OK	DICE (next player)				