main

boolean

playerData

squareSelection

playerSetting

Player crPlayer

punishment

boolean

continuePlay

Player[] player

winner

Player player

lostEverything

Player crPlayer, CardCentre card

Player crPlayer, CardCentre card

chance

Player

crPlayer

Player

crPlayer

displayOrQuit

Player

crPlayer

drawCard

Player

crPlayer

payRent

buyProperties

Player crPlayer

Player

player

checkPosType

Player player

readDice

Player[] player

gameOver

playGame