

Animalopoly helpful links

For any of you who are not quite understanding how to separate out your classes why not try looking for some Java examples to help, like this one, to give yourself an idea of the sorts of structures that are often needed for this kind of thing:

<https://github.com/spywhere/Monopoly/tree/master/src>

This site is also good to explain how you make arrays of objects (instances made from your classes e.g. a list of player objects):

<http://www.javawithus.com/tutorial/array-of-objects>

Also the example card game in Isaac Computer Science is quite helpful [OOP fundamentals — Isaac Computer Science](#)