**Monopoly – General Outline**

TO DO:

1. ~~Add buy/sell house functionality~~
2. ~~Add mortgage functionality~~
3. ~~Pretty formatting (tables good, spacing)~~
4. ~~Test EVERY function in isolation~~
5. ~~Comment as you’re doing #5~~

\_\_\_\_\_Build 1.0

1. ~~Add “View board” to turn menu, which shows status of next 12 spaces~~
2. ~~Add player options menu with save/restore game~~

\_\_\_Build 2.0

1. Add TRADES
2. TEST TEST TEST TEST

\_\_\_\_Build 3.0

1. Add house rules
2. Add rules documentation WITHIN game experience

\_\_\_Final Build

CONCERN – when player gets eliminated, turn keeps going. Test this more

CONCERN – player can’t sell hotel if there are no houses left on board

Options menu options:

View game status

* Select player
  + Print that player’s cash, location, owned properties (plus # houses + mortgage status), GOOJ free status

View unowned properties

* Print ALL properties owned by bank

Save Game

Load Game