MonopolyGame

f	NUMBER_OF_PIECES	int
f	NUMBER_OF_PLAYERS	int
f	die	Die
f	board	Board
f	players	ArrayList<Player>
m	MonopolyGame()	
m	start()	void
m	getPlayers()	ArrayList<Player>
m	getNumberOfPlayers()	int
m	dublicateControl(ArrayList<Player>, String)	boolean
m	pieceCheck(ArrayList<Player>, int)	boolean
m	move(int, Player)	void

Player

f	name	String
f	piece	Piece
f	squareIndex	int
m	Player()	
m	Player(String, Piece, int)	
m	getSquareIndex()	int
m	setSquareIndex(int)	void
m	setName(String)	void
m	setPiece(Piece)	void
m	getName()	String
m	getPiece()	Piece

Cash

f	cash	int
m	Cash(int)	
m	Cash()	
m	setAmount(int)	void
m	getAmount()	int
m	addCash(int)	void
m	dropCash(int)	void
m	toString()	String

Die

f	faceValue	int
f	random	Random
m	Die()	
m	rollDie()	int
m	getFaceValue()	int
m	setFaceValue(int)	void

Board

f	SIZE	int
f	squares	Square[]
m	Board()	
m	getSquares()	Square[]
m	getSquare(int)	Square

Square

f	name	String
m	Square(String)	
m	toString()	String
m	getName()	String
m	setName(String)	void

Piece

f	shape	int
m	Piece(int)	
m	getShape()	int
m	setShape(int)	void

Main

m	main(String[])	void