Below is an outline of things I have added or need to add. These aren’t all the things I added as I had to change what a few methods in game engine returned in order to make graphics work(I also forgot to ever give the players points soooo...). If you have any questions or feel that my logic is off, please ask. Also, don’t delete the comments until after we are done so I can see if it was implemented properly.

Graphics logic:  
Things to add:  
Array list variable for return contract:  
\* Replace cards that are chosen with null in order to check if necessary amount has been drawn when done button clicked  
Last round counter:  
\* Ensures correct end game status  
\* Starts at 5, ends at 1, set to 0 before last game status  
End game base image  
Change base image to not have train card deck  
Train card and contract deck images and changed orientation   
Coordinate bashing  
Map of city abbreviations for contracts  
Node array for connection operation   
Add a pop up window feature to display alerts  
Maybe highlight cities once chosen  
Remember that contract deck is actually the brown one(we originally switched them)  
Stages:  
0-init game  
1-default  
2-1 train card drawn  
3-contract selection  
4-1 city selected  
5-2 cities selected  
6-end game



