* Intro screen
  + Start,
  + Number of players (max. 4)
  + Choose the tokens (out of 8)
    - Once you choose can’t choose again
  + Class - Bank accounts for each = ~~M~~1500
  + Start roll
* The game
  + Interface (00:45 timer on turn)
    - Roll dice
      * Needs to be two variables and add for “the dice probability” effect
    - Trade (2 minutes excluding)
    - End turn
    - Check account
      * Properties owned
        + Property improvements – houses/hotels (SFX?)

Display rent card

* + - * Money
      * (trade info if possible)
      * Mortgaged stuffs
    - Quit game – goes back to interface
  + Dice roll SFX – button/mouse
    - Sound and display on double
  + Token movement - auto
  + Buying Properties
    - account – List
    - Rent on already occupied – pop up money
      * Exclude owned properties
    - Auction option
  + Trade b/w classes
    - Select icon – instantly adds/remove toggle
    - Money, properties, SME points, get out of jail card
      * Money - meter
      * Display property card
      * Selection
    - Display trade box
    - Counter trade – a loop till yes
    - Thumbs up/down a trade and return back (if time is there)
  + Chance and community chest –classic cards + custom made cards – game
    - The scratch lottery game
    - The battleship thingy with coins
    - The coin game
      * Time 30s
      * 3-4 coins falling every 2 seconds
      * Max = 80-100
      * A bonus for every 4 coins – worth 3 coins
      * Coins x2 = money
  + Taxes go to bank
  + Free Parking – luxury tax pool
  + Jail
    - 50 bucks to leave
    - 2 times max - 20 to escape/puzzle game
      * The coin game with a limit – 50
      * The battleship thingy with keys
    - display double rolls
  + Bankruptcy and mortgaging
    - Display “don’t have enough money”
    - Declare bankruptcy option
      * Give your money to the bank
      * Share with other players
    - “GAME OVER”
  + Property cards and ownings display
  + Railroads become teleports
  + Utilities become Super Mumbo Epic points- SME points – trade points for advantages
    - Choose only one option
      * Point count warning / no points
    - 3 points - Increase 5% rents on all owned properties for the next 5 turns
    - 3 points - Pay 5% less rent for the next 5 turns
    - 5 points - Hotel to gold hotel – 20% rent increase
    - Money proportional to number of points – 1 : $200
  + End of game (mercy rules)
    - 3 sets of properties
    - $8500
    - otherwise when everyone is bankrupt
    - displays stats after the game
      * properties
      * money
      * houses
      * total assets
      * rank / bankrupt

Bank system

Property list, mortgaged property list, unowned

Check account

Chance and community chest money and taxes and custom games and jail money

Free parking money account

* Properties owned
* Property improvements – houses/hotels (SFX?)
  + Display rent card
    - Money
    - (trade info if possible)
    - Mortgaged stuffs

Player class

1. Roll dice function

Land on a square:

* Property
  + Unowned
  + Buy
  + Auction
  + Pay rent
* Community chest and chance
* Just visiting / jail
* Railroads (TELEPORT)
* Utility – points
* Free parking, taxes
* Passing or landing GO

Trade

Checks the bank

Ends turn

Quits game