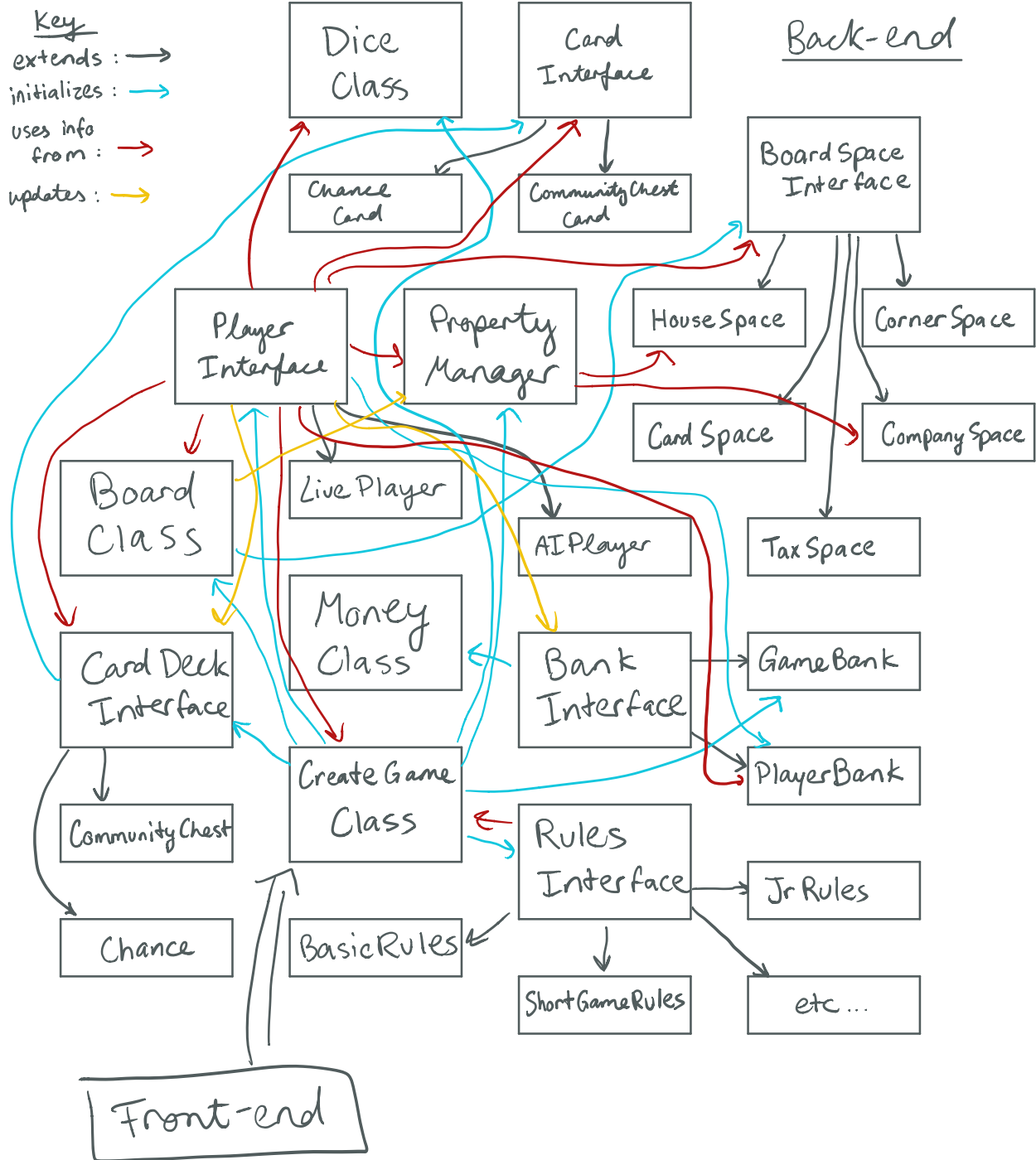


Design Plan



Back-end design cont.

Create Game

- initializes bank, players, board
- knows what can happen on each turn

Player

- has personal bank
- knows what property is owned
- on a turn, rolls dice and finds out which spot it lands on
- can make decisions (like buying property)

Board

- knows where each Board Space is
- knows where players are on the board
- tells Player which Board Space they have landed on

Property manager

- knows # of properties on board
- keeps track of who owns which property

Bank

- can dole out money / take back money
- can hold auctions

Dice

- returns random int from 2 - 12

Board Space

- knows what it can do (be a property, make player draw card)
- lets player know what they can do

Rules

- tells CreateGame how to initialize Players
- can change which cards are in the decks
- tells CreateGame how players can win
- etc

CardDeck

- knows what cards are in Deck
- can give Player a card

Card

- knows what the card does
- can alter player, bank, board, etc when used

Money

- stores a value of money