



Student Name:      Student ID:

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: MonopolyGame

: Die

: Player

: Piece

: Board

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runSimulation (iterationNumber, simulationCode)

loop [iterationNumber]

loop [num of Players]

die1.rollDie()

fv1 = die1.getFaceValue()

die2.rollDie()

fv2 = die2.getFaceValue()

piece.moveTo(fv1+fv2)

piece = getPlace()

getSquare(fv1+fv2)

printStatus()

endGame()