

Initialiser class composes and stores all Tile and Card objects in an ArrayList to be used in a game. Initialiser then gets called and passes specific Board and Queue<Card> to the client class to create a game

Client class loads the necessary classes to play a game via assocaiton from Initialiser class, creates a game object then plays the game. A game can be ended or exited from within this class

Game class holds all components necessary to play monopoly game such as cards, board and the group of players. Creates a cardHandler to handle drawing cards

Tile- Abstract superclass for all Tiles in game loard. Can print information about Tile object and triggers effect on players landing on Tile. Property Tile - The tiles which players can purchase if they land on it. Property Tile handles rent, servers, upgrading/downgrading and auctions

JailTile - Holds the player in jail for three turns unless they roll two sixes

WildcardTile - Allows a player to draw a wildcard and use it on themselves or others. Draws different card bases on WildcardTile type

MoneyTile - Increases a players money when they land on it

Card - abstract superclass for all card objects. Can print information about Card object and triggers effect on players passed to it Movecard - Moves player or other player to different position on board BonusCard - Adds to security or money level

of player DamageCard - Damages player or other

player form detracting from money or security level

UpgradePropertyCard - Upgrades the level of

OpgradePropertyCard - Opgrades the level of server a person has on their property DowngradePropertyCard - Downgrades the level of server a person has on their property

Player - information about player e.g. name and values such as money, securityLevel and owned properties. Player class is responsible for the main functionality of monopoly such as buying /selling properties/servers, mortgaging, trading etc. Also responsible for incrementing/decrementing the values players have and checking the amount of resources a

player has

CardCreator - responsible for creating and holding all card objects. Has name and type to distinguish what type of cards the card creater holds

CardHandler - created in Game class and is responsible for drawing cards from a given deck. A collection of cards is passed to it from the Game class