Monopoly-Inspired Simulation:
A Comprehensive Implementation with Python

This project involves developing a Monopoly-inspired game using Python. The game is coded in a Jupyter Notebook and will use Tkinter library to create the graphical user interface, variables and lists to track game's states and function with iterations, loops and if statements to execute the appropriate actions. The code will be organized into multiple cells and will include comments to support easy maintenance and future updates. Publicly accessible on GitHub, this project is open to feedback for future updates.

To run the project, you need to have the following libraries on Python:
- Matplotlib
- Numpy
- Pandas
- Random
- Tkinter

The program is runned in Python a Jupyter Notebook.

If you have any questions, please contact me at nicolas.ferrara@unil.ch