GUI:

* Main board
* UI for property
* A Visible counter which shows everyones worth/balance

Classes Ideas

* For every instruction a print statement
* Player class- assigned a token interface, Tile parent class - Property subclass, Board class
* Token interfaces

Data Structures:

* Board game will be a circular queue
* Pot of luck and knocks will be a circular queues first in last out

Key **RULES** from spec:

* The game is for 1-5 human players. Each player is assigned one of the game tokens. The tokens are**: boot, smartphone, ship, hatstand, cat and iron.**
* Rolling two dice.
* Players start on GO and rotate clockwise.
* Must be at least one AI user
* Each player starts with £1,500
* One player is assigned the role of the banker and is responsible for distributing correct cash
* Bank has 50k total. Players can trade items but not borrow
* Pot lock and knocks shuffled and placed on board.
* When cards are taken, they must be replaced at the bottom of the corresponding pile (circular queue)
* Player moves spaces that is sum of dice roll
* Thrown double = Player goes again
* If a player throws a double then another double they go to jail. When they go they go directly.
* Players may not purchase property until they have completed one complete circuit of the board by passing the Go space.
* Player receives £200 when passing go.
* All properties are initially the property of the bank. When a player purchases a property, the card is transferred from the bank to that player and the amount shown on the card is paid to the bank.
* Once a player has made their move, if they land on a property that has not yet been purchased, they have the opportunity to buy that property. If they decide not to buy that property then the property is auctioned by the bank. Each player makes a bid to the bank. The bank sells the property to the highest bidder. If there are no bids, then the property remains unsold. All bidding players must have completed one circuit of the board
* If a player owns all of the properties in a colour coded group, but the properties are otherwise not developed further with houses and hotels, then the rent due is doubled.
* Rent must be paid in cash - If can’t afford rent then must sell game assets.
* If unable to pay rent after selling all assets then they are bankrupt and removed from the game
* When player has completed any property purchase activity, they have the option to buy houses and hotels to improve their properties. Players are not permitted to improve their properties at any other time.
* Houses and hotels may only be purchased for properties where a player owns all of the properties in a particular colour coded group.
* If a player needs to raise funds, they can sell a property back to the bank for its original value as shown on the game card. A property can only be sold when there are no houses or hotels on the property. A player may also sell houses and hotels back to the bank for the original purchase price.
* Where a coloured set of properties is owned and developed by a player, there may never be a difference of more than 1 house between the properties in that set
* One hotel per property.
* If a player needs to raise funds, they may mortgage a property with the bank. The bank will pay the player one half of the value of the property as shown on the game card. No rents may be collected for that property whilst it is under mortgage.
* Mortgaged property is sold for half of initial value back to the bank
* If a player opts to stay in jail, they give up their turn for the next 2 rounds. Whilst in jail, a player may not collect any rents from other players. At the end of the next 2 rounds, the player token is moved to “just visiting” and the players turn ends. The player takes a normal turn in the next round.
* If a player is sent to the jail, they may pay £50 to be released from jail. The £50 is added to the free parking fines. The player token is then moved to “just visiting” and the players turn ends. The player takes a normal turn in the next round