For the Final Project, I am going to code Monopoly on the computer. I will integrate lists and dictionaries for­ storing the state of the players: their positions on the board, their assets, and their money; the cards as constants: assets, chance cards, and Community Chest Cards; the spaces on the board, ect. Rectangle objects will represent the spaces on the board and the players. Animation will be used to move the players around the board and maybe to roll dice. The image of the board must be imported, and the rest of the parts will be rectangle objects or just text. The game will end when one of the players go bankrupt (have no more money left). For now, I am leaving out the options of mortgages, houses, and hotels. No “black market trades” will be done either. The money will just be a number instead of using different valued currency.