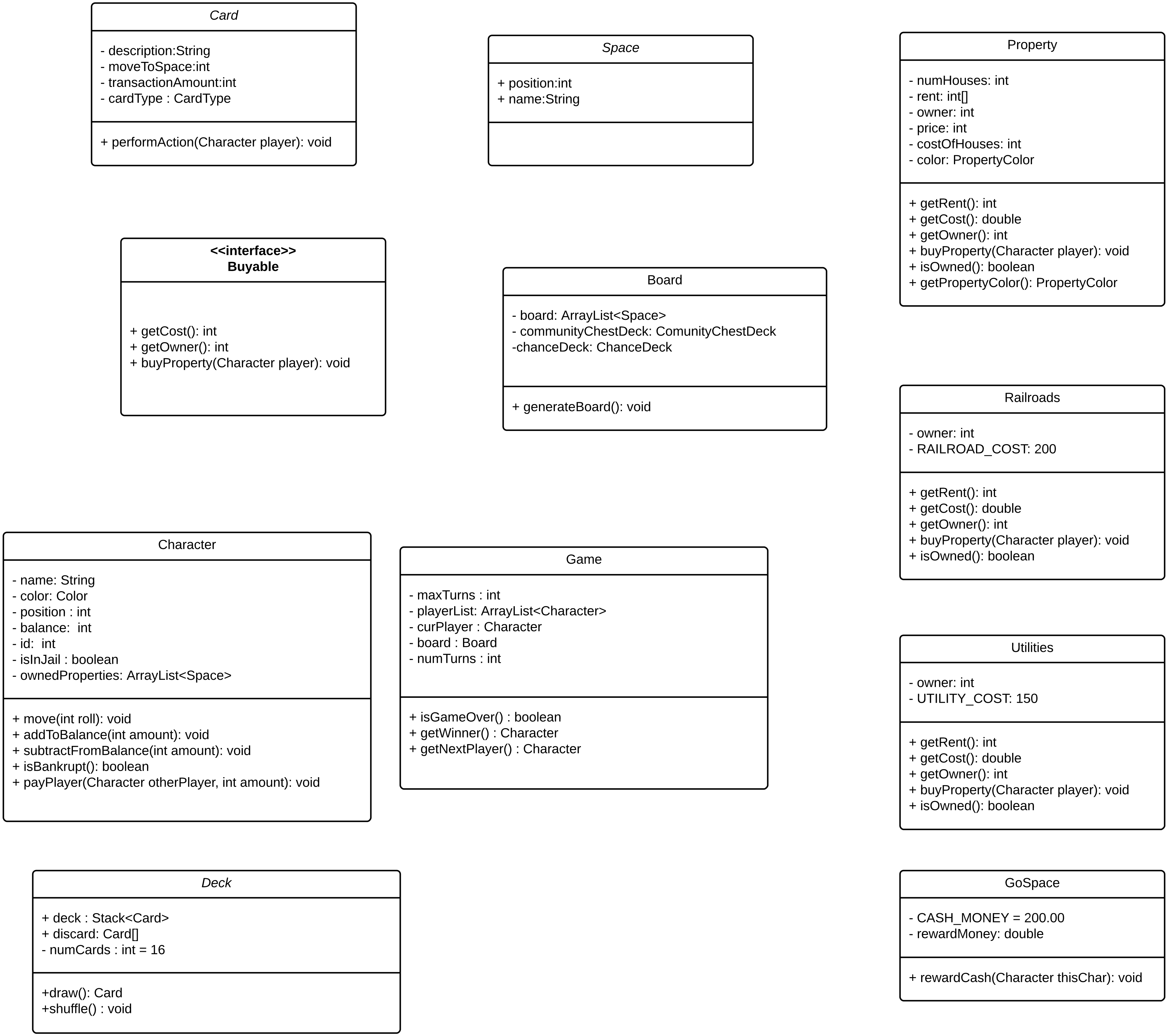

Card

```
- description:String
- moveToSpace:int
- transactionAmount:int
- cardType : CardType

+ performAction(Character player): void
```

Space

```
+ position:int
+ name:String
```

Property

```
- numHouses: int
- rent: int[]
- owner: int
- price: int
- costOfHouses: int
- color: PropertyColor

+ getRent(): int
+ getCost(): double
+ getOwner(): int
+ buyProperty(Character player): void
+ isOwned(): boolean
+ getPropertyColor(): PropertyColor
```

<<interface>>
Buyable

```
+ getCost(): int
+ getOwner(): int
+ buyProperty(Character player): void
```

Board

```
- board: ArrayList<Space>
- communityChestDeck: ComunityChestDeck
-chanceDeck: ChanceDeck

+ generateBoard(): void
```

Railroads

```
- owner: int
- RAILROAD_COST: 200

+ getRent(): int
+ getCost(): double
+ getOwner(): int
+ buyProperty(Character player): void
+ isOwned(): boolean
```

Character

```
- name: String
- color: Color
- position : int
- balance:  int
- id:  int
- isInJail : boolean
- ownedProperties: ArrayList<Space>

+ move(int roll): void
+ addToBalance(int amount): void
+ subtractFromBalance(int amount): void
+ isBankrupt(): boolean
+ payPlayer(Character otherPlayer, int amount): void
```

Game

```
- maxTurns : int
- playerList: ArrayList<Character>
- curPlayer : Character
- board : Board
- numTurns : int

+ isGameOver() : boolean
+ getWinner() : Character
+ getNextPlayer() : Character
```

Utilities

```
- owner: int
- UTILITY_COST: 150

+ getRent(): int
+ getCost(): double
+ getOwner(): int
+ buyProperty(Character player): void
+ isOwned(): boolean
```

Deck

```
+ deck : Stack<Card>
+ discard: Card[]
- numCards : int = 16

+draw(): Card
+shuffle() : void
```

GoSpace

```
- CASH_MONEY = 200.00
- rewardMoney: double

+ rewardCash(Character thisChar): void
```