Report

I've written a game like Monopoly in this assignment. I use classes, inheritance, polymorphism, and encapsulation for reusability, security, and understandability.

I read the command file line by line and apply the command with Player class methods in the Main class. I use a Square abstract class in that every square extends to control all squares easily. Square class includes an abstract method to run the square. I can run each square where the player is in with just a method in the Player class. Property class is also an abstract class for properties. It extends from the Square class, but it has more unique fields like name, money, etc. I used GamePerson abstract class because the Banker class and Player class have some common fields and methods.

In the ListJsonReader class and PropotriesJsonReader class, I read cards and properties from JSON files. They have needed items as a list as a field. I used them in the CardCollection and SquareCollection classes to initialize collections. CardCollection and SquareCollection classes are utility classes that keep cards and squares respectively. Both of them have needed methods to call their items.