Homework 1 (17 Oct 2022)

1. Essential functionalities

* Rolling dice, selling and buying functions for each players and banker
  + [Banker Contract] Banker transact and receive money from each player depending on the rule of the card drawn
  + [Player contract]
    - Player rolls die and move around the map
    - If unoccupied, decide to purchase or build
    - If occupied, pay rent
  + NFT-based rules
* In game governance token for facilitating purchases

1. How would people cheat?
   1. Users can cheat by creating multiple accounts?
   2. Using NFTs