1. Make the players move orderly
2. After a player **rolled** the dice, **determine** the action and **execute**:
   1. Mail
      1. Set the mail counter to += given number till payday (problem 1 : set by default to 0 by an automatically generated code at launch line 900 //// problem 2 : the mail button on the jboard is useless, we only have to use the “pay/collect” button in the paydayframe)
   2. Event
      1. Refresh the balance (decrease or increase value) (problem : set by default to 0 by an automatically generated code at launch)
      2. Refresh the cagnotte value if needed (problem : set by default to 10 by an automatically generated code at launch)
      3. The first player to throw a 6 wins the cagnotte
   3. Acquisition
      1. Pop a window to enter buy or decline (Scanner type) after the acquisition card is clicked
      2. Refresh the account if needed
      3. Propose a bank loan
   4. Else (Hour change, lotery, sell, shopping, family day out, DIY, bike race fees, birthday, dog)
      1. Different action required
   5. Nothing (Sundays)
   6. Payday
      1. PayDayFrame (problem 1 : when the payday window is closed, the game quits. //// problem 2 : the player’s name is not displayed)
      2. Refresh the balance
      3. Refresh number of mails
      4. Insurances (recheck the numbers)
   7. Set de number of months and display the final winner
      1. Probably a pop up with the ranking, should do a ranking class
      2. Maybe set up player names at the beginning
   8. Ergonomy
      1. Discard the used cards

**Create popup windows to display infos !**

pop ups : mails check warning, events, the pot, insurances buy option.

make the dice unavailable till all the mails haven’t been read