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

**psvm ?**

**Create popup windows to display infos !**

3 pop ups : mails check warning and events and the cagnotte

maybe I also should display the outcome

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