Team:
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Title - Definitely Not Monopoly

Description: An interactive client version of monopoly, where users will be able to play the game of monopoly against each other.

Actors: Players(1-5)

Functionality:
-   Players can play with up to four other players (maximum of 5 users)
-   Players can roll two dice to determine their token's movement across the board
-   Players can see the entirety of the gameboard
-   Players cannot have access to see other players' cash
-   Players can see what properties other users own
-   Players can purchase houses and hotels for their monopolies
-   Players can land on Chance or Community Chest spots to receive a randomized card from the respective pile
-   Players can trade properties with each other
-   Players can sell their houses and hotels back to the bank for half of the purchase price
-   Players can mortgage their properties for a loan from the banker
-   Players can declare bankruptcy (lose) if they can't afford to pay rent
-   Banker role is filled by the software
-   Banker will automatically handle distribution and transfer of cash (to prevent cheating)
-   Players can win if they are the last player to not declare bankruptcy

Stretch Functionality:
-   Players can, by unanimous decision, adjust starting cash
-   Players can, by unanimous decision, own properties at the start of a game
-   Players can, by unanimous decision, decide that properties shall not be auctioned off after a player declines to buy it
-   Players can, by unanimous decision, set a time limit (for example, an hour limit) at which point the player with the highest equity wins
-   Players can modify the Free Parking space to collect taxes and Chance/Community Chest fees normally paid to the bank, and to disburse these funds to any player that lands on the space
-   Players can play against a Computer AI opponent