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Mini Project

Monopoly game

3 use cases:

1. Computer AI
2. Customizable squares
3. Follow Monopoly rules

5 stubs:

1. Public void move(Player p)
   1. Depends on dice()
2. Public int dice()
3. Public int drawChance(Player p)
4. Public void buyProperty(Player p, Property o)
5. Public void passGo(Player p)

Storyboard:

Submitted separately