**Defects Report**

**Defect 1 – Fixed**

**Reproduction Steps:** Start a game. Buy and mortgage at least one property then save the game and exit. Start the game again from the save file.

**Expected Behavior:** Properties that are mortgaged remain mortgaged when the game is loaded.

**Observed Behavior:** No properties are mortgaged when a game is loaded from file, regardless if whether or not they were mortgaged in the original game.

**Details:** The save functionality was written before the functionality was added to mortgage players. When this new functionality was added, the old code to save the game did not support it. Changing the code to save the game and adding the mortgage state of the properties fixed this.

**Defect 2 – Fixed**

**Reproduction Steps:** Start a game. Buy and mortgage at least one property. Then hit the trade button or sell property button.

**Expected Behavior:** Properties that are mortgaged should not be able to be sold/traded and should not show up in the list of available properties to sell/trade.

**Observed Behavior:** Properties can be sold/traded regardless of whether or not they are mortgaged and should be allowed to be sold/traded.

**Details**: When trading/selling properties was implemented we did not have the functionality to mortgage properties. We managed to fix this by simply updating our code for trading/selling to first check if the property is mortgaged before listing it as an available option.