

Candidate Classes for Monopoly

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These are the candidate classes that we developed in class considering the sections of the rules labeled: the play, buying property and paying rent.

GameController

- Responsibilities:
 - Figure out who has the highest roll
- Collaborators:
 - Player
 - Board

Dice

- Responsibilities:
 - throw and return a number
- Collaborators:

Property

- Responsibilities:
- Collaborators:
 - Player
 - Bank / banker
 - Title deed card
 - House

Other candidate classes for our design

- Title deed card
- Bank
- Board
- Color group

- Hotel

Token

- Responsibilities:
 - move
 - know my position
- Collaborators:
 - Board space

Player

- Responsibilities:
 - buy
 - pay rent
 - pay taxes
 - pass go
 - return dice total
 - keep track of last dice total
- Collaborators:
 - Token
 - Money

- Dice
- Property
- Owner

Board space

- Responsibilities:
- Collaborators:
 - Board space GO

Banker

- Responsibilities:
 - Sell at auction
- Collaborators:
 - Player
 - Bank
 - TitleDeedCard
 - Property

- Money
- Owner
- Board space GO

Some other comments on our design

- A buyer is a transient role that a player may have
- Owner is a relationship between a player and property
- Should house and hotel be combined into a single class?