

# Report of Assignment 3

Burak Özüesen

May 11, 2019

## 1 Problem

In this assignment we expected to design a board game which like Monopoly. Our game board has three kind of properties and some unique squares like GO or JAIL.

## 2 Algorithm

My algorithm in this quest is so simple. First of all I decided to where is the player staying(card square or property square). Then according to type of square player pays rent, if it has no owner buy that property or draw card according to card square.

## 3 UML Diagram

