

Analysis of requirement.

Game requirement :

| | Requirement | Explanation |
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| 1 | The game must have two different modes “full game” and “abridged version” | <p>“The game can be played in two versions:”</p> <p>“ The full game: In the full version, the game is played until there is only one player left and all other players have retired from the game due to bankruptcy, or because they have decided to leave the game with the agreement of the other players. In the latter case, all of the player’s property and funds are returned to, and become the property of, the bank. ”</p> <p>“The abridged game: In the abridged version, a time limit is agreed at the outset by all players. When the time limit is reached, and the players have all taken the same number of turns, the game ends. Each player then calculated the value of their game assets. The player with the greatest value of game assets is declared the winner”</p> |
| 2 | The full game mode finishes when only one player is left. | “game is played until there is only one player left” |
| 3 | If a player want to leave the game their assets will go to the bank. | “They have decided to leave the game with the agreement of the other players. In the latter case, all of the player’s property and funds are returned to, and become the property of, the bank.” |
| 4 | The abridged version has a limited time, players will agree on it at the beginning of the game. | “In the abridged version, a time limit is agreed at the outset by all players.” |

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| 5 | The winner in abridged version will be determined by asset value | "The player with the greatest value of game assets is declared the winner." |
| 6 | Players starts with £1,500 | "At the outset of the game, each player has £1,500 in cash |
| 7 | Payer receives £200 if they pass go. | "When a player passes Go, they receive £200 from the bank." |
| 8 | If rent cannot be payed, player must sell assets till the rent price is affordable. | "If a player is unable to pay the rent for a property they have landed on, they must sell game assets to make good on the rent." |
| 9 | If there are houses on a property, a player that lands on the property must pay the corresponding price for the number of houses on the property. | "If a property is improved with houses or hotels, then the rent to be paid is as shown on the card. |

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| 10 | Player can sell property back to the bank for its original card value if no houses are present. | "If a player needs to raise funds, they can sell a property back to the bank for its original value." |
| 11 | If a player lands on a property, and the owner own all the street, the rent get doubled. | "If a player owns all of the properties in a colour coded group, but the properties are otherwise not developed further with houses and hotels, then the rent due is doubled." |
| 12 | If a player land on free parking, they get money of the unclaimed fines of players on parking square. | "When a player lands on free parking, they collect all of the funds currently on the free parking space." |
| 13 | £50 fine is payed to get out of jail. | "If a player is sent to the jail, they may pay £50 to be released from jail." |
| 14 | A player's assets are calculated by: • Cash • Property value (Original set card purchase value, not auctioned price) • Mortgaged property | "In the abridged version, the value of a player's assets is calculated by adding up: • Cash held • The value of properties as shown on the game card, unless the property is mortgaged, in which case the value is half the value shown on the game card • The value of houses and hotels purchased for each property. • 'Get out of jail free' and any other card items have no cash value." |

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| | value (half of original value) • Houses and hotels at original price • Get out of jail free cards | |
| 15 | The bank has a huge amount of money that we can say its unlimited. | "The bank has a total of £50,000 cash |
| 16 | Houses/properties must be paid upfront. | "All assets procured from the bank must be paid for in cash. The bank does not provide credit. |

System requirements :

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| 1 | Runnable on both Mac and windows. | "The electronic version should be for desktop machines, and ideally should be playable on both Mac and PCs. If this is difficult, then PC development should be preferred." |
| 2 | App version can be developed in the future. | "There are no plans for a mobile version at this stage." |

Dice requirements:

| | Requirement | Explanation/Quote |
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| 1 | The player can roll again if the dice rolled are the same number. | "If a player throws a double, then they take another turn. If a player throws another double at the third turn, then they 'go to jail' When a player goes to jail, they go directly and do not pass Go." |
| 2 | If this occurs multiple times at the third time payer will go directly to jail. | "If a player throws a double, then they take another turn. If a player throws another double at the third turn, then they 'go to jail'. When a player goes to jail, they go directly and do not pass Go." |
| 3 | After a turn a player may choose to buy houses/hotels for their property, given that they own the whole street. This cannot be done at any other time. | "When a player has finished moving their token, and has completed any property purchase activity, they have the option to buy houses and hotels to improve their properties." |
| 4 | The two used dice must be fair. | "The dice used in the game must be fair with each dice have an equal probability of landing on one of its six sides." |