User Manual of Monopoly

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Dear users, in this Manual, we will cover the input formats to play the game. how users should build the game, the expected rundown, how should player save and load their games.

Read only the Quick Guide for fast-learners.

By any means, here’s a brief Table of Contents.

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5. Quick guide (Basic inputs)

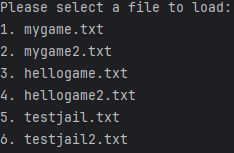
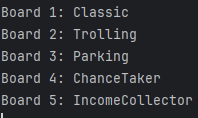
Our architecture supports very straightforward and simple inputs.

1. When you see

 / 

You should type in capital or small letter ‘Y’ to accept the primary action. Otherwise type enter to deny it.

1. When you see

You should type in a corresponding number to select your desired action.

1. Building a game

Our design enables very intuitive builds. You may enter the game in no time.

Firstly, run the Application.java as mentioned in Developer Manual\*.

1. Starting from Scratch

一張含有 文字, 螢幕擷取畫面, 字型 的圖片

自動產生的描述 Firstly, you will be asked whether to build a game. Typing “y” in capital or small will enter the next process, otherwise the program terminates. 

Secondly, you will be asked whether to load a game from save file source, in this case, let us press “enter” to start from scratch. 一張含有 文字, 字型, 螢幕擷取畫面, 印刷術 的圖片

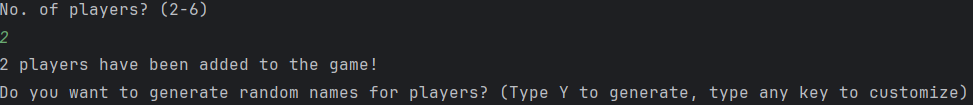
自動產生的描述 一張含有 文字, 螢幕擷取畫面, 字型 的圖片

自動產生的描述

Thirdly, you need to input number of players. Any non-numbers or numbers out of the range (specifically defined in GAME\_CONSTANTS) will lead to re-prompt. 一張含有 文字, 字型, 螢幕擷取畫面 的圖片

自動產生的描述

Fourthly, you can decide whether to randomly allocate names of players instead of manually typing them one by one. The random names follow extraction from a file of name\_list.txt.



Fifthly, you are assigned to select a gameboard based on a list, users may easily type the number (i.e. index) of gameboard to do so. 一張含有 文字, 螢幕擷取畫面, 字型 的圖片

自動產生的描述

Lastly, and fear not, users get to review their drafted settings and decide to run the game with it or not. If the input matches “y”, a Game object will be created with the specs, otherwise allow user to restart from Step 1 root.

一張含有 文字, 螢幕擷取畫面, 功能表 的圖片

自動產生的描述

1. Start using saved file

However, if you have saved (covered in Part3) a game into file. You may alternatively load the game and proceed with past records, carrying on an unfinished game.

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自動產生的描述

一張含有 文字, 螢幕擷取畫面, 字型 的圖片

自動產生的描述So accepting “Load game from save slots” will display all existing saved game source files. You should type in desired file’s number.

The files contain all details and records necessary to recover a game and start the game object in a specific way to initialize the GameBoard, Players, count of Game Mechanics properly.

And similarly, If the input matches “y”, a Game object will be created with the specs, otherwise allow user to restart from Step 1 root.

1. Game interactions and Game mechanics

You may refer more on Glossary\* from SRS\* when come to how Squares work in their way and more detailed explanation of Player states.

Here will cover how should users, i.e. players in the game should behave when playing this command prompt based Monopoly.

1. Moving (throw the dice)

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自動產生的描述The simplest ever operation to do is input “1” to start moving the steps determined by the dice. Every player is expected to finish their turn when completing throwing the dice and finishing his subsequent actions, then pass the computer to next player.

1. Stepped on Property

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自動產生的描述You may input “y” or any other key to accept or decline the possible ownership of a Property. If you do not have enough money to buy that Property, the system will help you automatically decline it (Retirement prevention) When stepped on other player’s Property the payment will be automatic.

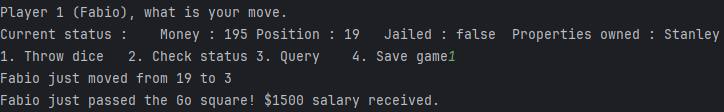


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自動產生的描述

1. Passed/Stepped on Go

Except for starting turn (You don’t receive extra $1500 on spawn!) You automatically receive 1500 count of Money.



1. Stepped on Chance

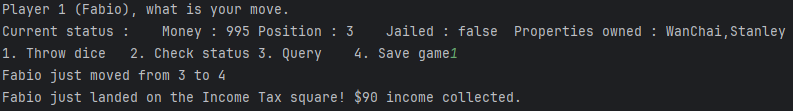
You automatically get punished or rewarded. You can get up to 200 Money or lose up to 300 Money.



1. Stepped on Income Tax

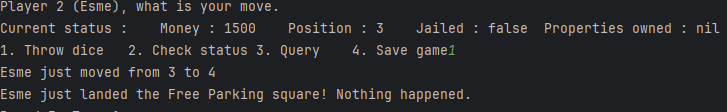
You automatically get punished based on your total Money!

10% of your income (rounded down to multiple of 10) will be deducted.



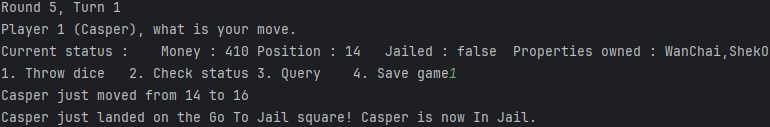
1. Passed/Stepped on Free Parking

Nothing will happen! Up to this very day we still doubt the existential value of this Square.



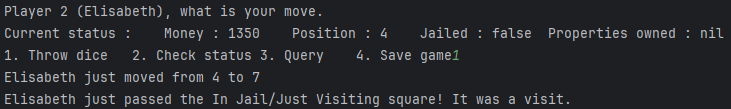
1. Stepped on Go To Jail

If you land on Go To Jail, your position will be sent to the “In Jail Just Visting” square’s position. Your status become ‘jailed’ and you are forced to throw two same dice faces or pay a $150 to compensate, as an act to get out of the jail.



1. Jailed in/ Passed In Jail Just Visiting

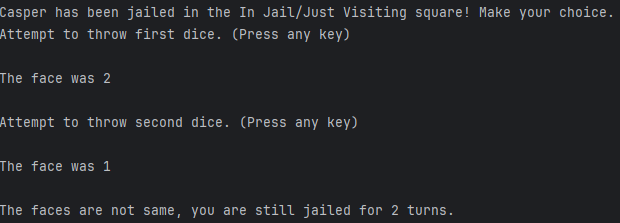
If you are not jailed, you will only visit (No Effect)



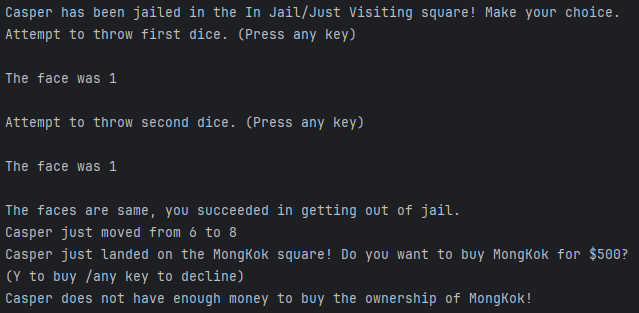
If you are jailed and first turn in, you must throw two dice.

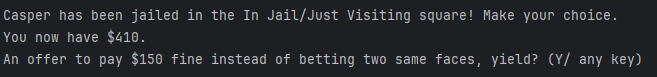
Throw it by pressing any key (suggested: enter)

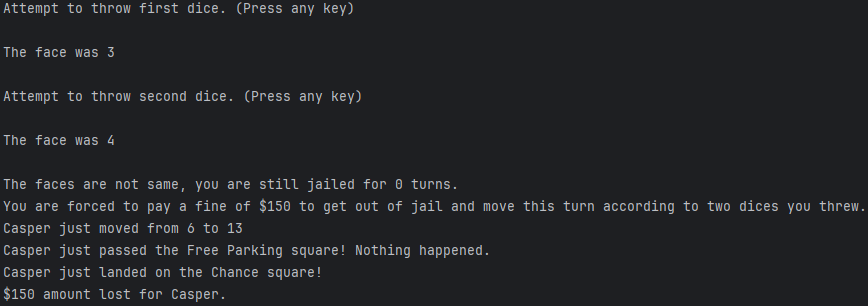
If they are not same face, you remain jailed.



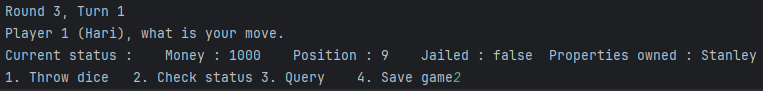
However, if their faces are the same. You instantly get out of jail without paying a penalty of $150 and move with the sum of faces of the dice, the move’s landing/passing subsequent effects also apply.



If you are still in jail in the 2nd/3rd turn, you will be given an opportunity to pay the penalty instantly and get out of jail.

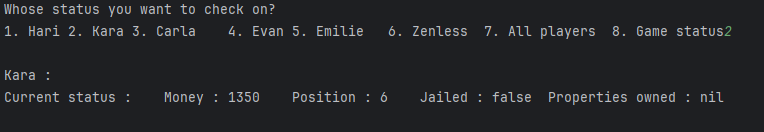
In the 3rd turn, if you still didn’t yield and failed the double bet, you will be forced to pay the penalty and move with the sum of faces of the two dice you thrown.

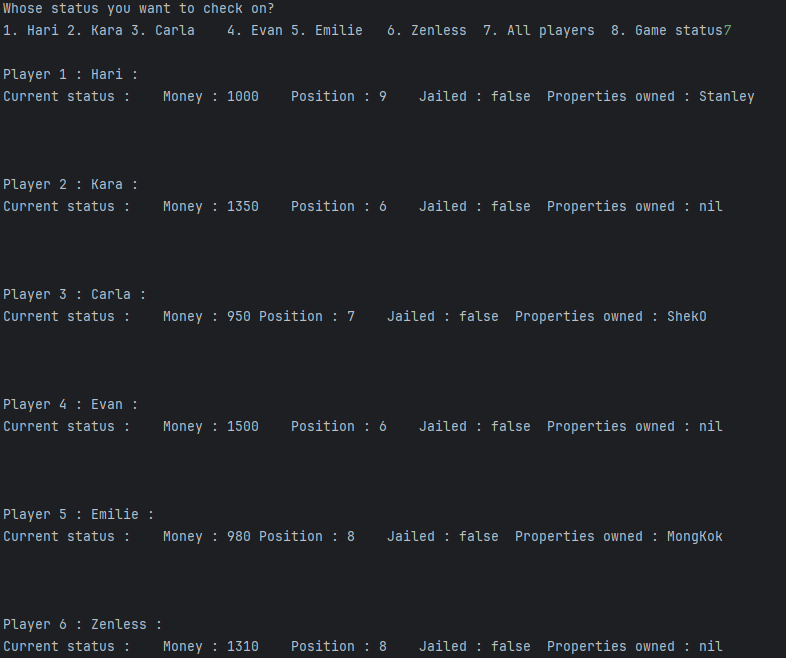
1. Status viewing

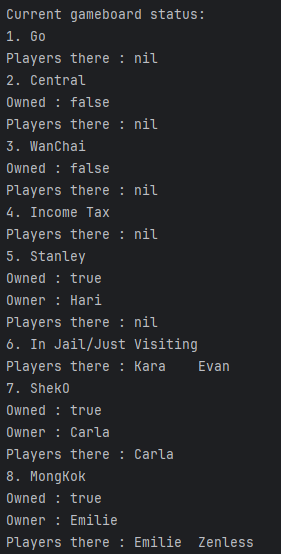


You can check the status of an individual player, all players, or the status regarding to each square in the board before Moving.

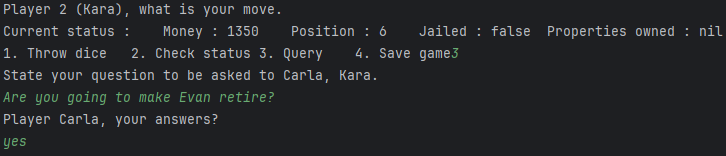
Here, Player 1 checked Player 2’s status after two rounds in.



He can also check status of all players.

He can check status of squares too.

1. Querying

Players can do s imple Q&A between next player once a turn.