<Monopoly Game>

Glossary

Version <2.0>

Revision History

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Glossary

# Introduction

## Purpose

The glossary contains the working definitions for all classes in the Monopoly Game. This glossary will be expanded throughout the life of project.

## Scope

This glossary addresses all terms which have specific meanings for this project.

## References

None.

## Overview

This glossary consists of introduction, definitions.

# Definitions

**Player:** Users who play Monopoly Game.

**Board:** The map of Monopoly Game that consists of 32 squares.

**Square:** The basic unit of board that can represent different building in real world.

**Dice:** Prop that represents random number ranging from 1 to 6.

**Money:** Virtual currency in Monopoly Game.

**Prop card:** Prop that can be used to create different effects on players.

**Starting point:** A special square where players stand at the beginning of the game.

**Airfield:** A special square where player can be randomly transferred to other squares.

**Prison:** A special square where players are imprisoned. (When player’s movement end at this square, he will be imprisoned either).

**Cappuccino:** A special square where player can gain lbw’s power that doubling the tolls of a square occupied by the player.

**Property:** Some squares that can be occupied and build houses.

**Land price:** The price of some squares that represent property.

**House:** The product that player purchases, which is built on some squares representing property.

**Random events:** Special venues, appear in certain squares, indicated by question marks, when the player moves to that square and stops, it will randomly trigger a reward or punishment.

**Buff:** Special effects caused by prop cards or random events.

**Imprisoned state:** A state causing a player cannot move and cannot charge a toll within 2 turns.

**Turtle Card:** Prop card that causes one player to roll a dice with 1 pip within 3 turns.

**Stay card:** Prop card that causes one player to stay in place within 1 turn.

**Doubling card:** Prop card that can doubling the tolls of a square occupied by the player.

**Transposition card:** Prop card that can exchange the position of the player with another player.

**Reverse card:** Prop card that causes one player to change the moving direction.

**Roadblock card:** Prop card that can set a roadblock in a square to force everyone to stop there.

**Free card:** Prop card that can waive a high toll fee once.

**Framed card:** Prop card that causes one player to become imprisoned state.

**Snatch Card:** Prop card that can snatch a card from others randomly.

**Dice card:** Prop card that can control the pips of current dice.

# UML Stereotypes

None.