Epic Monopoly

PROPOSAL REPORT



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PART D1

Motivation

PART D2

Solution & Silver Bullet

PART D3

UML & Methodology



















Static

Unreality



Constant

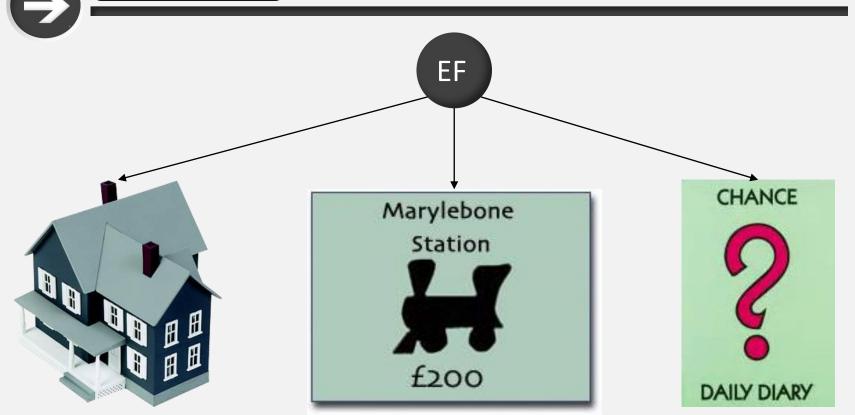
Noncooperation



Solution & Silver Bullet

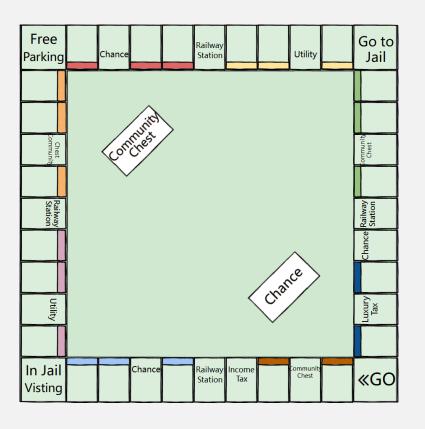


Economy Factor









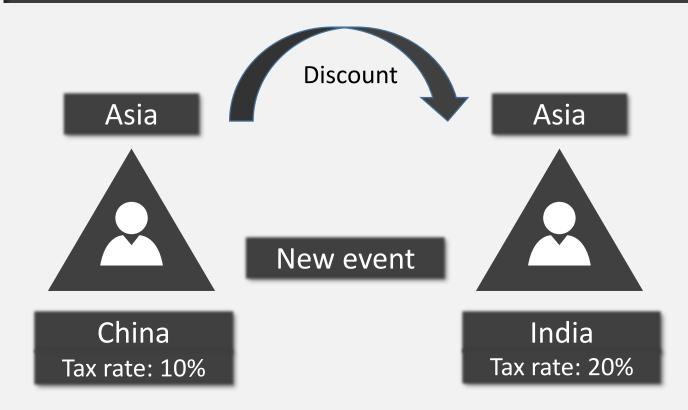
Real state color blocks

Station & Utility

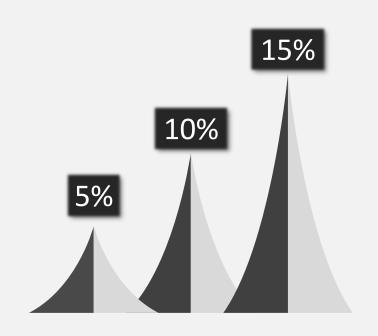
Functional Spot



Country & Alliance







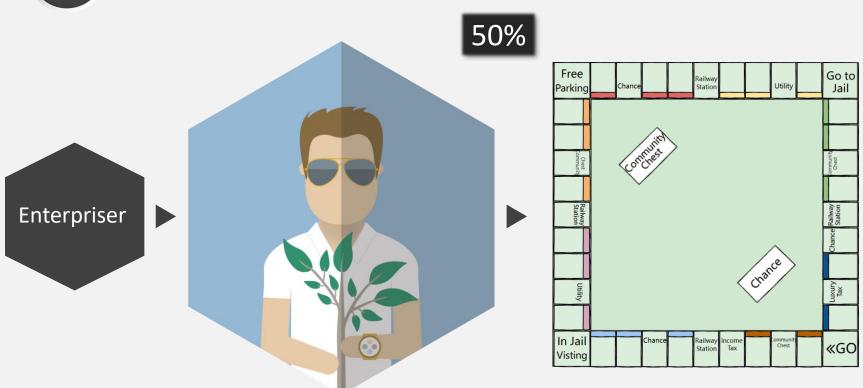
Fluctuation EF

Initial Cash

Custom Config.

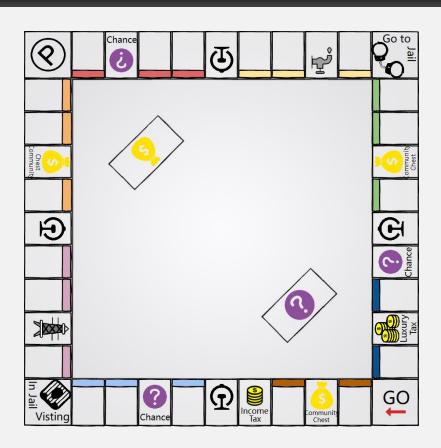


Add Enterpriser













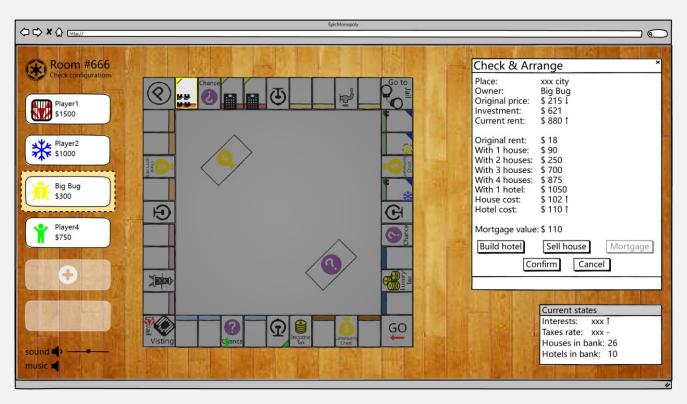


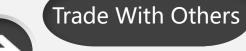
In Game





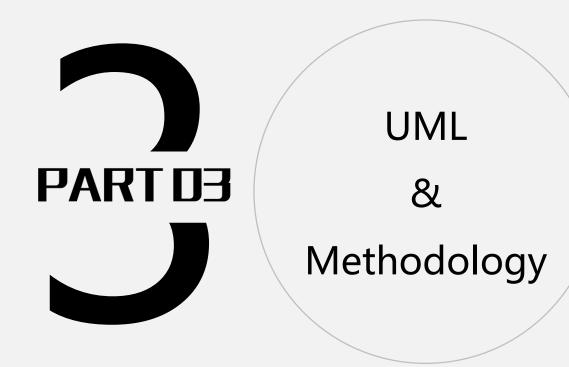






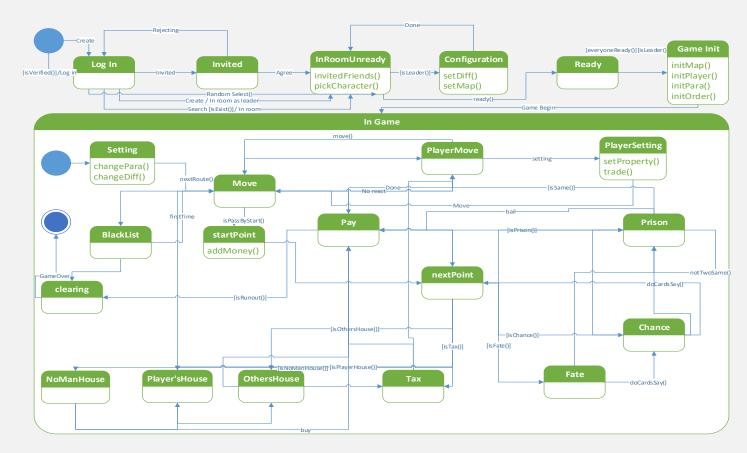




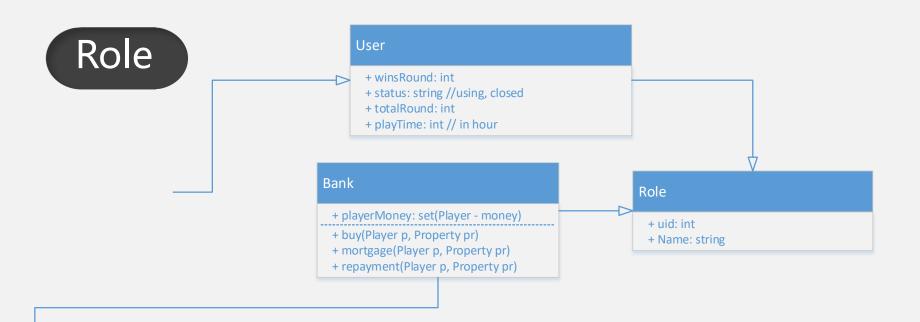




UML State Chart









Card





Room

Room

- + uid: int
- + status: int //wait/start/end
- + map: Map
- + playerList: Player[8]
- + bank: Bank
- + cards: CardPile
- + addPlayer(Player player): bool
- + leave(Player player): bool
- + setMap(Map map): bool



Property Map

