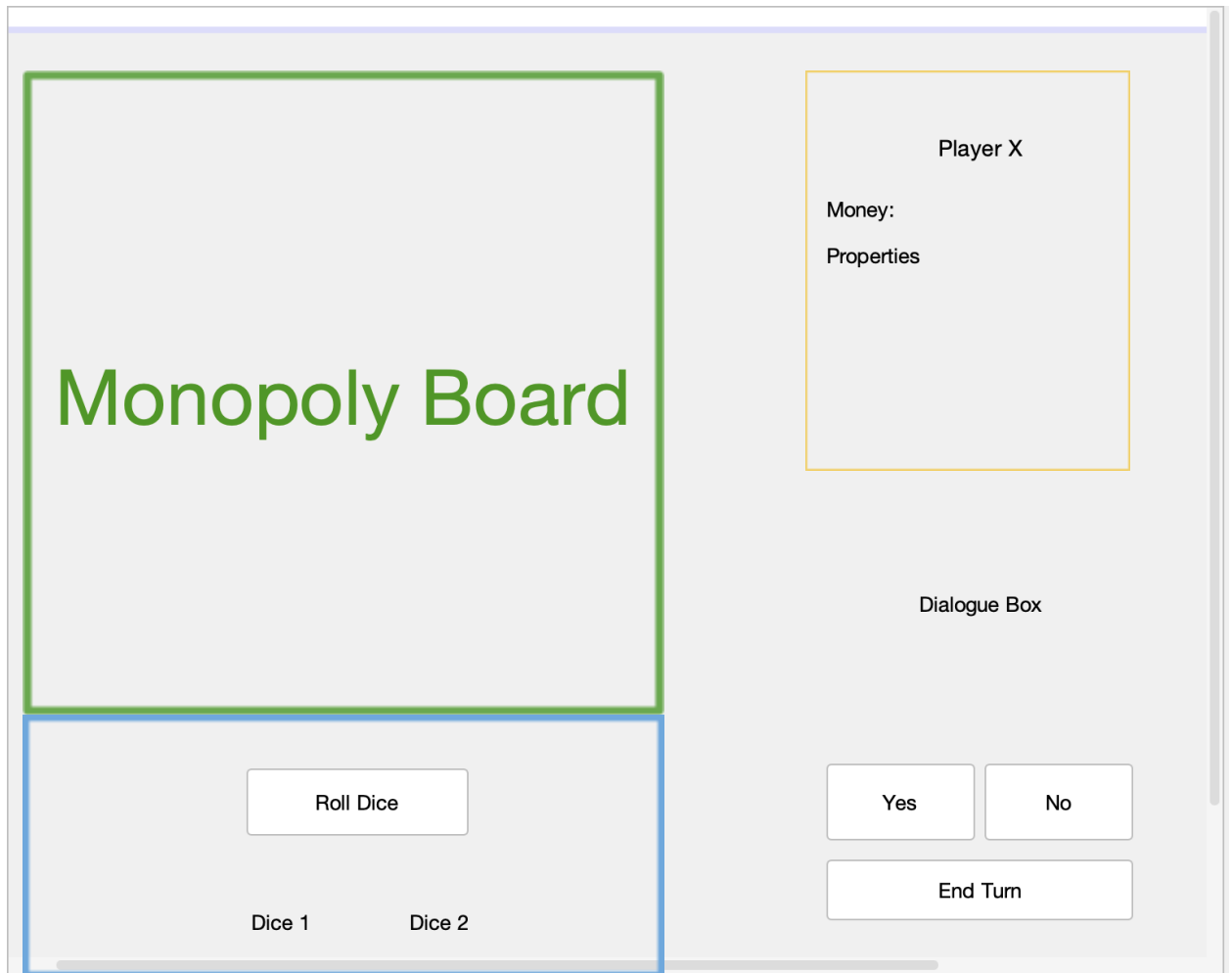


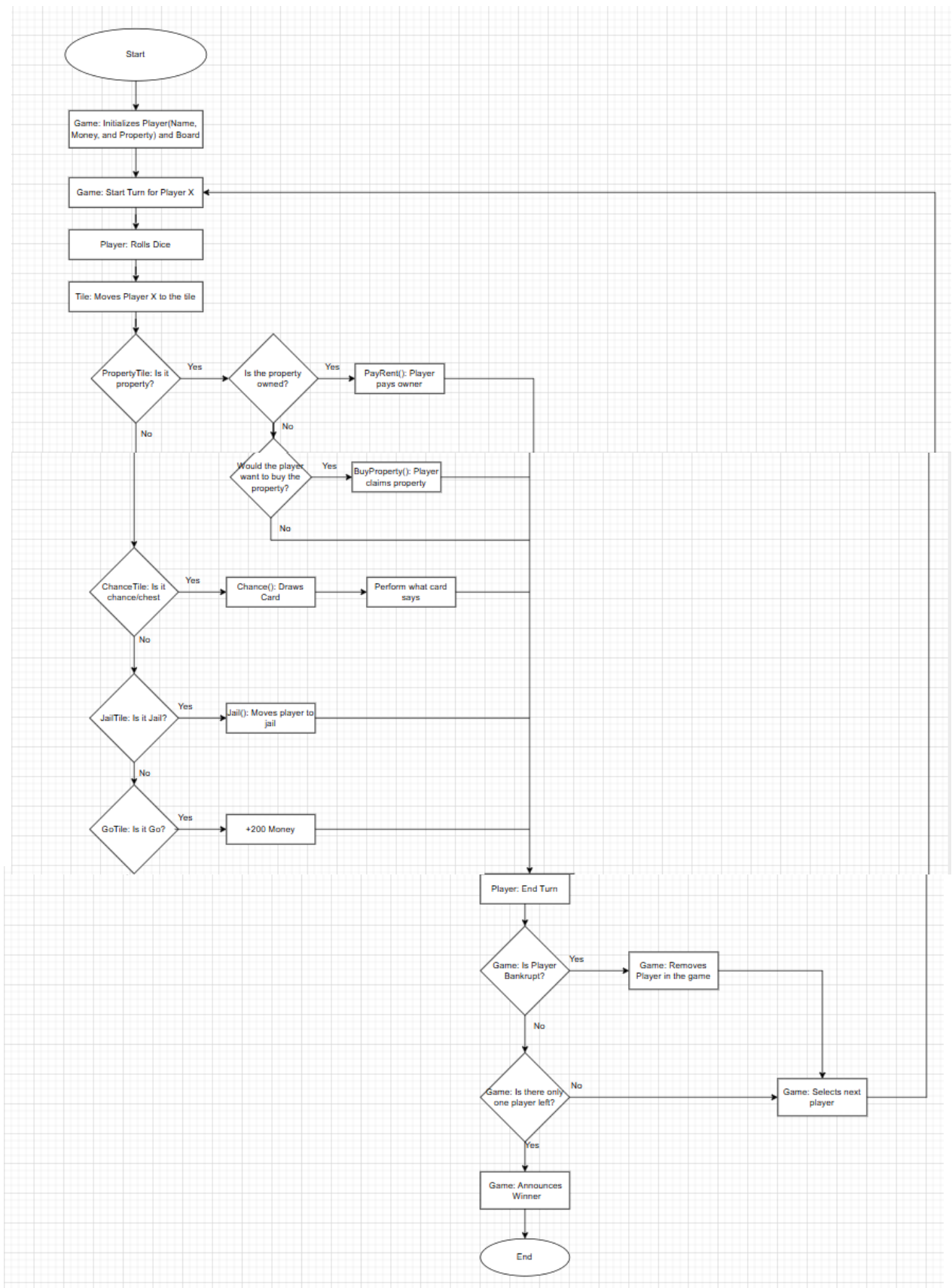
Concept: Monopoly Game (Adamson Themed)

I. User Interface



- a) Monopoly Board
 - > Tile Movement of piece
 - > Draw/Chest Card
- b) Dice
 - > Let the player roll a dice and move the number of spaces
- c) Player
 - > Includes player's turn, their money, and properties owned
- d) Dialogue and Choice
 - > Include the game flow of what is happening
 - > Two buttons that let the player decide what to do
 - > End Turn button

II. FlowChart



III. Roles

a) Anievas, Ysabelle

- Responsible for coding the tile movement and the main class.
- Oversees method overriding and class inheritance during each player's turn.
- Ensures smooth integration between core gameplay mechanics.

b) Cantor, Gianna

- In charge of developing the Property class.
- Implements methods that allow players to:
 - Buy properties if they are unowned.
 - Pay rent to the property owner when landing on owned tiles

c) Alegre, Cedrick

- Responsible for creating the Chance/Chest class.
- Codes methods that enable players to:
 - Draw a Card
 - Perform actions based on Card drawn (Earn/lose money, roll a dice again, go to a specific tile, etc.)