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Requirement Analysis for Monopoly Game

In this project, we wanted to make a game called Monopoly. This game includes a board, two dice, and 2 to 8 players. The number of players and their names taken from the user. Board has 40 squares and pieces per each player. Player will go on squares with the face value of the dices after they rolled. And this will determine the position of players. We also wanted to keep a value for the make sure that every player plays in order when everyone plays then go back first player again. That is managed by turn counter. And also there must be an iteration counter which keeps all players instant position for persistence of the game. These two counter will be updated for each iteration. And supervisor wants us to prompt the user for each iteration as the player is currently which position right before the rolling dice. The face values of the dice of individual player, and sum of them adding with the current position of the player means new position of that player, and we write these informations to the console. We could add more property like jail square where players have to wait till they can out, or like at the very beginning dice will determine the order of the players in turn. According to the supervisor these are optional properties. We just want it to be simple, clear and utility.

Akram Mohammed Mustafa	Implementation
Gülşah Yılmaz	Design
Hale Şahin	Implementation, Requirement Analysis, Testing

But we also helped each other for every part and consult each other always. We can say that we did this project together.