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Testing for Monopoly Game

In this project, we wanted to make a game called Monopoly. Our code 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. At the main class MonopolyGame we call startGame method and it prompts the user for the number of players. When the user enters the number it checks whether it is between 2 and 8 or not. Then if the number correct it is started and turn iteration keeps the iteration of game that every player has its own turn. Then they roll two dices with the rollDie metod called and the faceValue returned by the summation of two face Values of dice. The value used to call movePlayer metod and make players change their position by that value. New position of each player recorded and they prompted the user with the prompt class. We added money class for this iteration but we don't know if it works properly because we have an error at the very beginning of the game. In the player class we determined isBreakOut method, that keeps the information if individual player had out of money and go out from the play. It is managed in the money class, but again we couldn't run the code to see if this happens. Each step is recorded and informed. But we have an error, it shows 4 but they call each other and all four errors come from the movePlayer method with just one error, we will continue for the next iterations to fix this error and go on from where we left, we can add properties for each square and can make special tasks for them.

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.