Bilkent University

**Monopoly Project Group 2J**

*Bilopoly: Monopoly’s Bilkent version*

Final Report

Asım Güneş Üstünalp, Mohammed S. Yaseen,  Turan Mert Duran, Radman Lotfiazar, Mohammad Elham Amin

**Instructor:** Eray Tüzün

**Teaching Assistants:** Barış Ardıç, Emre Sülün, and Elgun Jabrayilzade

Contents

[1. Introduction: 3](#_Toc59135614)

[2. Lessons Learnt: 3](#_Toc59135615)

[3. User’s Guide (Manual): 3](#_Toc59135616)

[4. Build Instruction: 3](#_Toc59135617)

# Introduction:

# Lessons Learnt:

Since for writing analyze and design reports of Bilopoly Game we have to use different UML diagrams including, use-case, sequence, state, activity and class object diagrams, we as a group learn that how we should design these diagrams for a project and how we should connect these diagrams to each other in order to have a consistent system. Moreover, for solving issues related to software and communication between designers being more efficient we learn different design pattern including singleton and strategy design patterns. Furthermore, requirement engineering is another topic, which during designing and implementing this project, we understand how much it is crucial and try to learning it. For instance, in this project we should understand what instructor wants, what wishes might be asked through designing the project and what technical environment we need for this project. However, reverse engineering is one of the most important knowledge which have been learnt throughout this project. For having an object oriented program, we need to break down the project. Therefore, learning reverse engineering helps us to figure out how each part of the project should be designed and built.

# User’s Guide (Manual):

# Build Instruction:

# 