

CSE 3063 TERM PROJECT – STEP 2

RAD DOCUMENT

Vision

We envision an object-oriented game for those people who want to spend enjoyable time. The game shall be designed so that every player make strategy for the next step of the game and be careful while playing. Thanks to this game, each player learns something about district of Istanbul and real estate sector. Also this game teaches earning and losing with taking risks.

Problem Statement

This is the final step of the game. We added something on first iteration. Properties that we appended to the game are: Firstly player names. In the first iteration, the game didn't ask users for their names. In this step we added this feature with error check. Second attribute is about cards. In the first iteration, we wrote only content of one card. But in this step, there are different cards where have different properties. Thirdly we solved houses and hotel problem. If the player buy somewhere on the board and come again this place then s/he can build houses on this region. Fourth property for the second stage of the project is about districts. In the previous step, we didn't work on it very detailed. For example, if the specific district purchase from someone then the other players have to pay rent for the owner when they come to that place. We couldn't add this attribute in the first step. But in this step this property works fine. Final feature that we appended the game is bank. In this step, bank has some responsibilities. Some of them are: When the game starts it gives players some amount of money. Also transactions between players work on the bank.

Scope

This is the final step of the monopoly game. We are not going to add something else. We appended anything about the game.

System Constraints

- Minimum 2 maximum 6 players can play this game.
- Each player has limited amount of money.
- There are limited number of houses, hotels and deeds.
- If one of the player does not have enough money to continue the game, then this player has to exit from the game. (Bankruptcy State)

Stakeholders

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Glossary of Terms

- Player: A person who plays and tries to win the game.
- Bank: One of the player who responsible from money accounts.
- Map: A board which consists of 40 squares. The squares are districts of Istanbul, chance-public fund cards, luxury-income taxes etc.
- Tax: The player has to pay money when it comes to this special area.
- Prison: When the player comes to this place, it has to wait number of tour.

Use Cases

- Actors: Players
- Precondition: None

1. One of the player inputs the number of players and player names.
2. Map designed from the system.
3. Each player tries to buy as possible as regions from the map according to his/her condition.
4. In addition to third step, each player tries to build houses and hotel to their regions.
5. When there is a player who didn't bankrupt, then this player won the game.