

# **CSE 3063 TERM PROJECT – STEP 1**

## **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**

We are beginning of the process. Our game capable of asking number of players and creates players with this number. With the start of the game it creates map with specific districts, chance, public found, tax and other special areas. When each of the player come to this place, s/he whether buy or not depends on his/her choice and his/her current cash value. In this state we have a problem about purchasing district or not. From the rules of the game, if player does not want to purchase this place, then it should be auction. The other problem for the first step is, player can not build house or hotel to their personal regions. We will deal with these problems step by step.

### **Scope**

We are going to provide the following functionality to the game:

- Auction property. If any player does not want to buy specific area, then this area will auction for other players.
- For the second step of the game, each player can build houses or hotel to his/her private regions.

## **System Constraints**

- Minimum 2 maximum 6 players can be attend.
- Each player has limited 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**

- Harun Büyüktepe(Project Manager)
- Emrullah Başoda(Programmer, Developer)
- Emin Ahmet Yazıcı(Programmer, Analysts)

## **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.

## **Use Cases**

- Actors: Players
  - Precondition: None
1. One of the player inputs the number of players.
  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. When all the regions are purchased by the players, then game will finish. (This is end of the Step1)