

REQUIREMENT ANALYSIS DOCUMENT

Requirement Specification

The purpose of the Project is simulate the monopoly game. The requirement of the system is players, board, dices, bank, chance and community cards and some special cases like going to jail. Also, getting lands, house, hotels are the actions of the game and should be simulated in the game.

Problem Statement

Monopoly is a board game where players roll two six-sided dice to move around the game board, buying and trading properties, and developing them with houses and hotels. Players collect rent from their opponents, with the goal being to drive them into bankruptcy. Money can also be gained or lost through Chance and Community Chest cards, and tax squares.

Scope

Firstly, we understood how to play Monopoly, and we determined the classes and variables of the classes.

Also, we determined the methods we need while processing the actions. The relationships between the classes are important to organize the all system. So, we detected the relationships between the classes in order to use objects.

In our code we have 7 classes. These classes are: Square, Card, Property, Player, Dice, Bank and Main classes.

The Square class, is for the squares in monopoly boards. Each square has description. Property object and card object used in this class for assigning the properties of each square.

The Card class is for representing the cards in Monopoly.

The Property class is for squares' properties the square can be lands, houses, hotels etc.. Set and get methods also added the class.

Player class is for players. It has player's id, Money amount, current locations, debt to players and debt to banks.

Dice class is for 2 dices. It has roll method to change the values of dices and get and set methods included.

System constraints:

Will run with the entered number of players.

Players can move on squares.

Players can buy locations represented by lands or community places.

Players' Money decrease depends on purchasing.

Stakeholders:

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