CIS 4930 – Project Writeup 1

Monopoly

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As of this point in time, our Github repository has been created with all members invited, including Sharanya and Tim. We have created a detailed project plan including who will work on what tasks, a general schedule to guide our development progress, and a list of features that we wish to include in the final version of the project.

Given that we are recreating a digital version of Monopoly, there is a wide variety of tasks that need to be tackled. Nicholas will be developing the player class, which will include tracking of player name, pawn type, current state in the game, current location on the board, and more. Marcus and Chelsea will be working together on the movement and the logic of the board itself. This will include coding each unique square, how they affect the individual players, and allowing them to properly interact with the player class. Felippe will work on the GUI development, including the graphics for the board, players, money, and purchasable items. Finally, Sam will be our game state coordinator, who will integrate each module of code together, finalizing the project and ensuring no bugs are present following the integration. He will also assist the rest of the team during development wherever is needed.

Our goal is to include all features found in your standard game of monopoly. We will continue to evaluate our progress against our plan as the semester progresses, ensuring that we complete the most crucial requirements first. We plan to use stepwise refinement to work through all required logic first, and continue to tackle tasks in order of importance, hopefully completing production within the allotted time frame.

Our Github can be found at: https://github.com/PythonMonopoly/Monopoly