**Monopoly**

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Problem Statement: For our project we will be making a Monopoly game. We chose Monopoly as its business logic is comprised of many simple individual rules, making it a good project for test driven development.

Features: Full rules list: <http://richard_wilding.tripod.com/monorules.htm>

Week 3:

* Game board/basic gui
* Rolling dice – player can roll randomized dice
* Moving – player can move around the board, which will be displayed by the GUI

Week 4:

* Money – players can have/gain/lose money
* The bank – holds money
* Buying property – player can buy/upgrade property

Week 5:

* Mortgages – players can mortgage their property
* Trading property – player can trade their property to other players
* Paying rent – players pay rent to other players

Week 6:

* Income tax – players pay income tax
* Jail – players are restricted to jail (until they escape)
* Bankruptcy – players can lose

Week 7:

* Drawing cards – players draw/hold/use cards

Weeks 8-9:

* Additional features/overflow

Programming Language/Framework: C#