

SYSC3110 Monopoly Project Design Decisions

By Group 22

This milestone many new features were added, the most important being the implementation of AI's. Other new features added were new squares on the board such as go, jail, railroads, and utilities, as well as the ability to buy houses and hotels. The main design pattern remained the same as we continued to use MVC as we believed it was the best option. This was due to the fact that the game needed a GUI which would take user input in the form of buttons. As well as the fact that the game needed a class to keep track of everything going on in the background of monopoly. So the MVC pattern seemed like the only logical option. For the implementation of the AI we kept it fairly simple as the AI will simply try to buy whatever property they land on. The player will get a pop up window telling them what property the AI bought on their turn if they did. We decided to have the new squares extend from the property class as railroads and utilities used most of the same methods as property with some slight differences. As for the go, jail, and go to jail squares there are special methods to handle them if a player lands on them. The ability to buy houses and hotels for properties was also implemented, this included new methods in both the view and model as well as a new controller class to handle when a player presses the buy houses and hotels button. It was implemented this way to follow the MVC pattern that we had previously chosen.