MONOPOLY

Simple version by Group 22

Monopoly is a multiplayer board game that deals with property trading. The goal of the game is to be the last player standing with money by collecting rents on properties.

Launching

· When the game launches the user is prompted to either load a saved game or start a new one

· If the user chooses to load a saved game, the program will load a saved game if any, and the players can continue right where they left off.

· If the user chooses to start a new game, they will be prompted to choose among the different international board versions.

· Once a board is chosen, the user is prompted to enter the number of players that will be playing the game.

· If the number of players is less than 2 or more than 4, the game displays an error message and prompts the user again.

· If the user enters the correct number of players, they can proceed to add the names of the players and start playing.

· Players can be human players or AI players.

Saving a Game

During a game players can choose to save the current game and continue playing it later by loading it.

Rules

Money and Bankruptcy

At the start of the game, each player starts with 1500 $. A player is said to be bankrupt if they have no more money, which is less than 0 $.

Once a player is bankrupt, they are removed from the game and all the owners of the properties they previously owned are set to null.

Rolling the dice

To go around the board, players get turns at rolling a pair of dice.The number that the player rolls determines the number of moves the player will make around the board before landing on a certain property.

To roll the dice, simply click the 'roll die' button using the mouse.

Buying property

When a player lands on an unowned property, they will have the option to buy the property.

If the player buys the property, the cost of the property will be subtracted from this player's money, and they will become the owner of this property.

Renting Property

When a player lands on a property owned by another player, the cost of rent will be subtracted from this player's money and added to the owner's money.

Go

When a player lands on or passes over Go, they collect 200$ which is then added to their money

Jail

A player goes to jail if they land on goToJail. A player cannot collect 200$ for passing over Go while going to jail. To get out of jail, a player needs to roll doubles or wait 3 rolling turns.

Railroads

Railroads are a special type of property that can be owned by players,

If a player owns one railroad, the rent on this railroad is 25$.

If a player owns two railroads, the rent on both railroads becomes 50$.

If a player owns three railroads, the rent on these railroads becomes 100$.

If a player owns four railroads, the rent on these railroads becomes 200$.

Utilities

Utilities are also a special type of property that can be owned by players,

If a player owns one utility, the rent on this utility is the other player's roll multiplied by 4.

If a player owns two utilities, the rent on this utility is the other player's roll multiplied by 10.

Houses and Hotels

When a player owns a property, they can buy houses and hotels on this property increasing the rent amount for it.

Free Parking

This is just a resting place, if a player lands on this, they will not pay or collect anything.

Properties

Clicking on a specific property will display the properties' information. This info includes; the name of this property, its price, its rent amount, and the name of the owner if any.

Player Info

When it is a player's turn to play, they can click on the 'player Info' button to get information about themselves. This info includes: the player's name, how much money they have, and a list of all the properties they own.