

Monopoly Hong Kong Special Edition

Group 1

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Main contents

- The Game UI Design
- The Architecture Design of The Game
- Important Lesson Learned

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Interaction Friendly Display



Figma Prototyping

Ensuring Useability

Interaction Friendly Display

New Game

Load Game

Exit

?



Supported User Commands

Start Game

Play

Load Game

Load Game

Save Game

Save & Quit

Edit Board

Edit Board

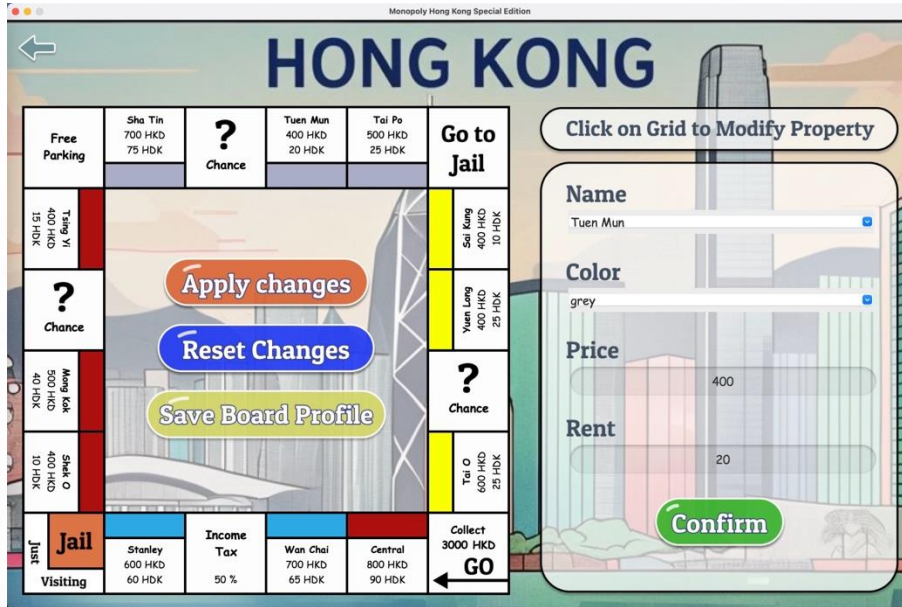
Load Board

Load Board

Save Board

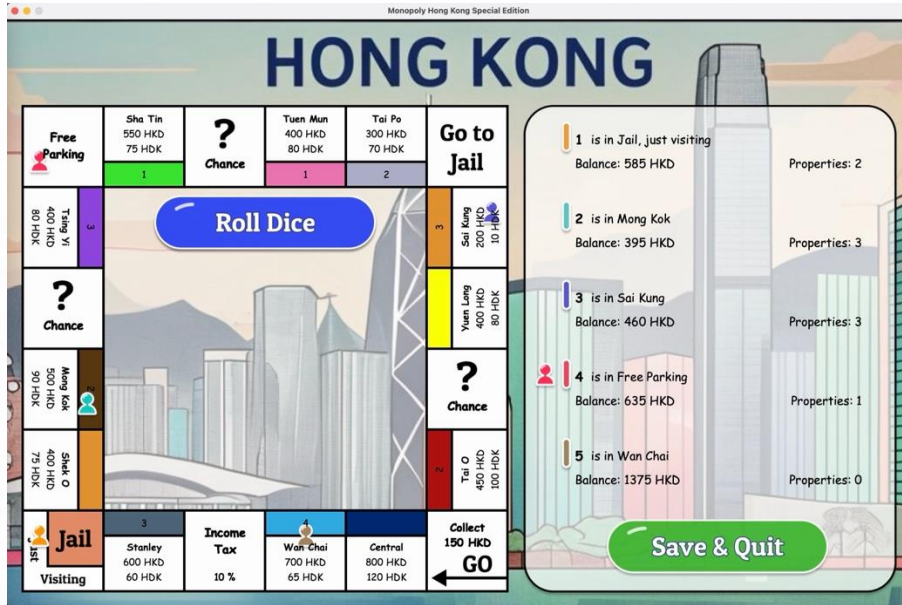
Save Board Profile

Supported User Commands



Customizable Gameboard

Supported User Commands



Gameplay with just Clicks

Supported User Commands

Roll

Roll Dice

Buy Property Hint
and Action

Buy tile?

Insufficient Balance

Yes

No

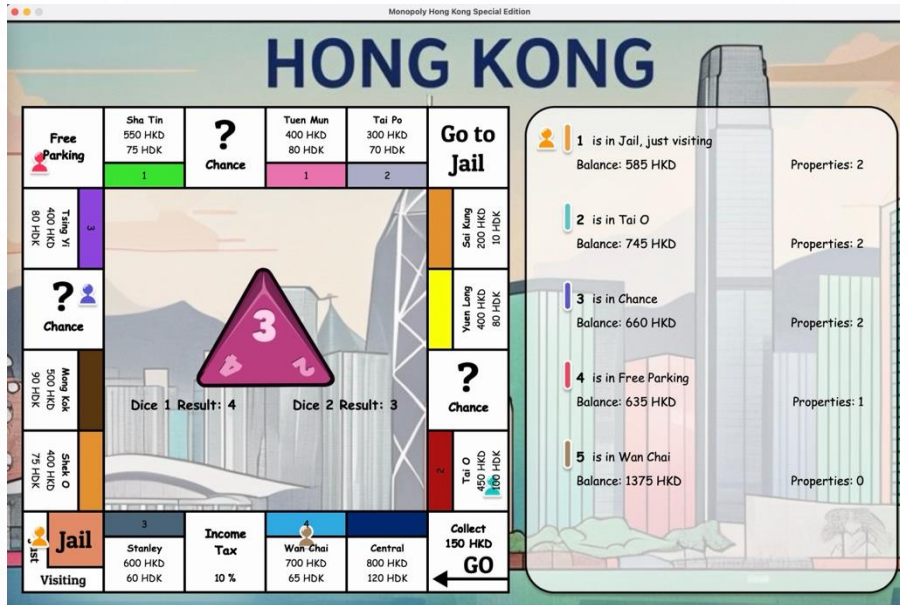
Pay Fine

Pay Fine

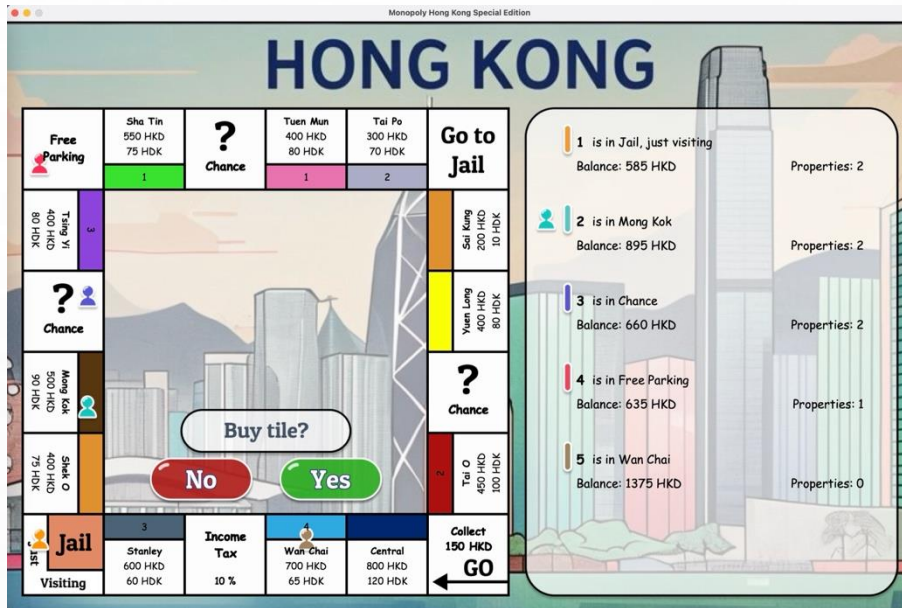
Save & Quit

Save & Quit

The Output Of Game Status



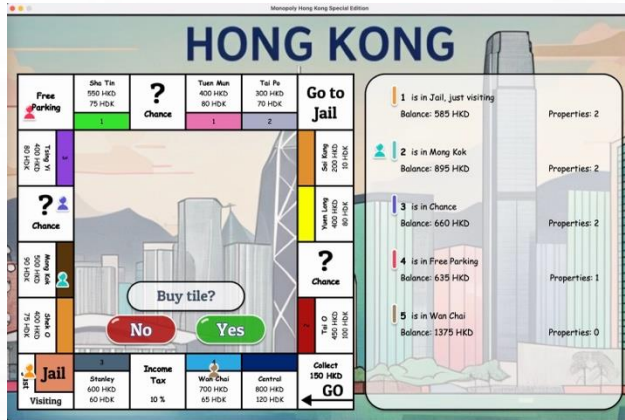
The Output Of Game Status



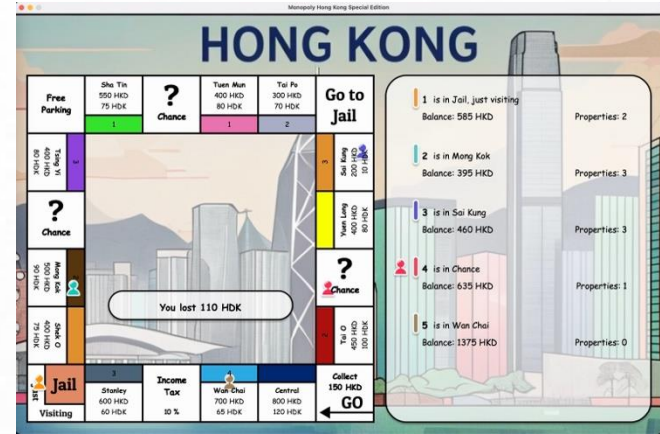
Buttons reflects the state of players

The Output Of Game Status

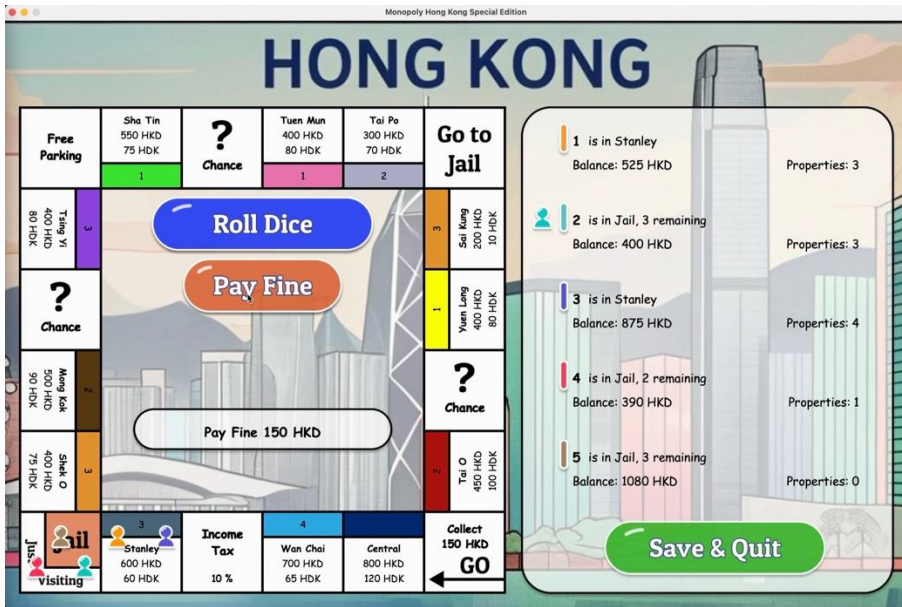
Buttons reflects the state of players



Notification after interaction



The Output Of Game Status



Buttons reflects the state of players

Notification after interaction

Error Prevention



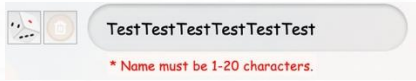
Player 1 *

Player 2 *

Player 3

* All previous player names must be entered first.

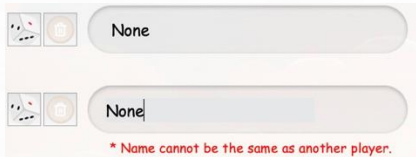
Names must be entered in sequence



TestTestTestTestTestTest

* Name must be 1-20 characters.

Names must be 1-20 characters long



None

None

* Name cannot be the same as another player.

Names cannot be duplicated



Play

* At least two players are required to start the game.

Player cannot be less than two



Price

Hi

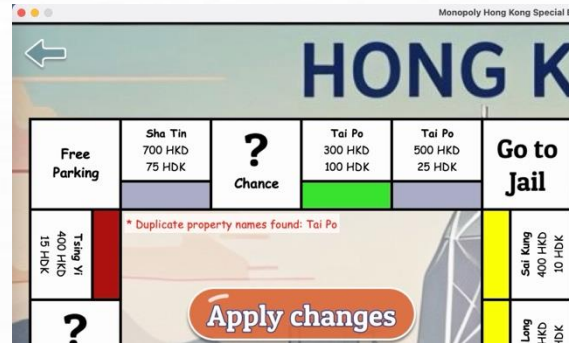
Rent

20

Confirm

* Price and Rent must be valid integers.

Price and rent must be positive integers



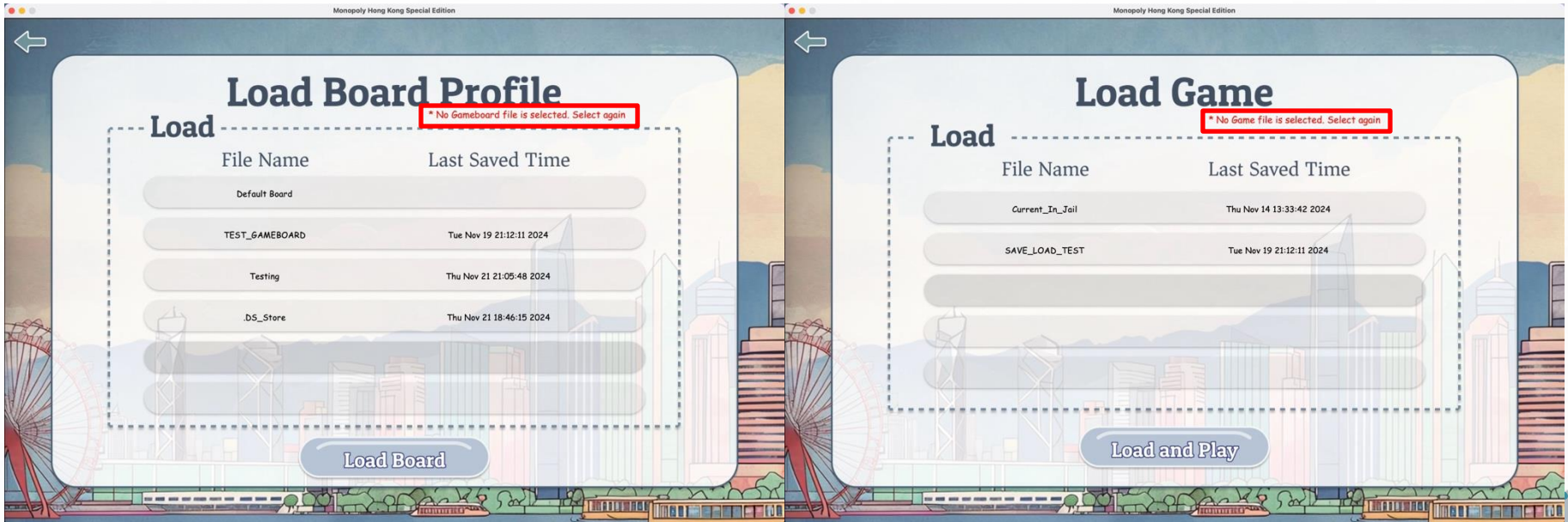
HONG K

Free Parking	Sha Tin 700 HKD 75 HKD	? Chance	Tai Po 300 HKD 100 HKD	Tai Po 500 HKD 25 HKD	Go to Jail
Ting Yi 400 HKD 15 HKD	* Duplicate property names found: Tai Po			Sai Kung 400 HKD 10 HKD	Long HKD 40K

Apply changes

Property Name cannot be the same

Error Prevention



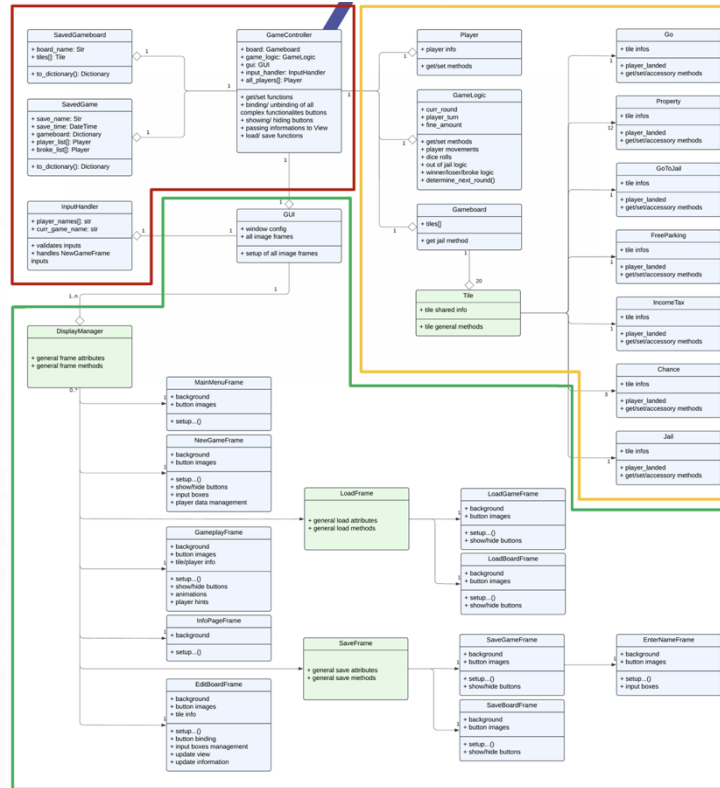
Empty game board cannot be loaded

Empty game record cannot be loaded

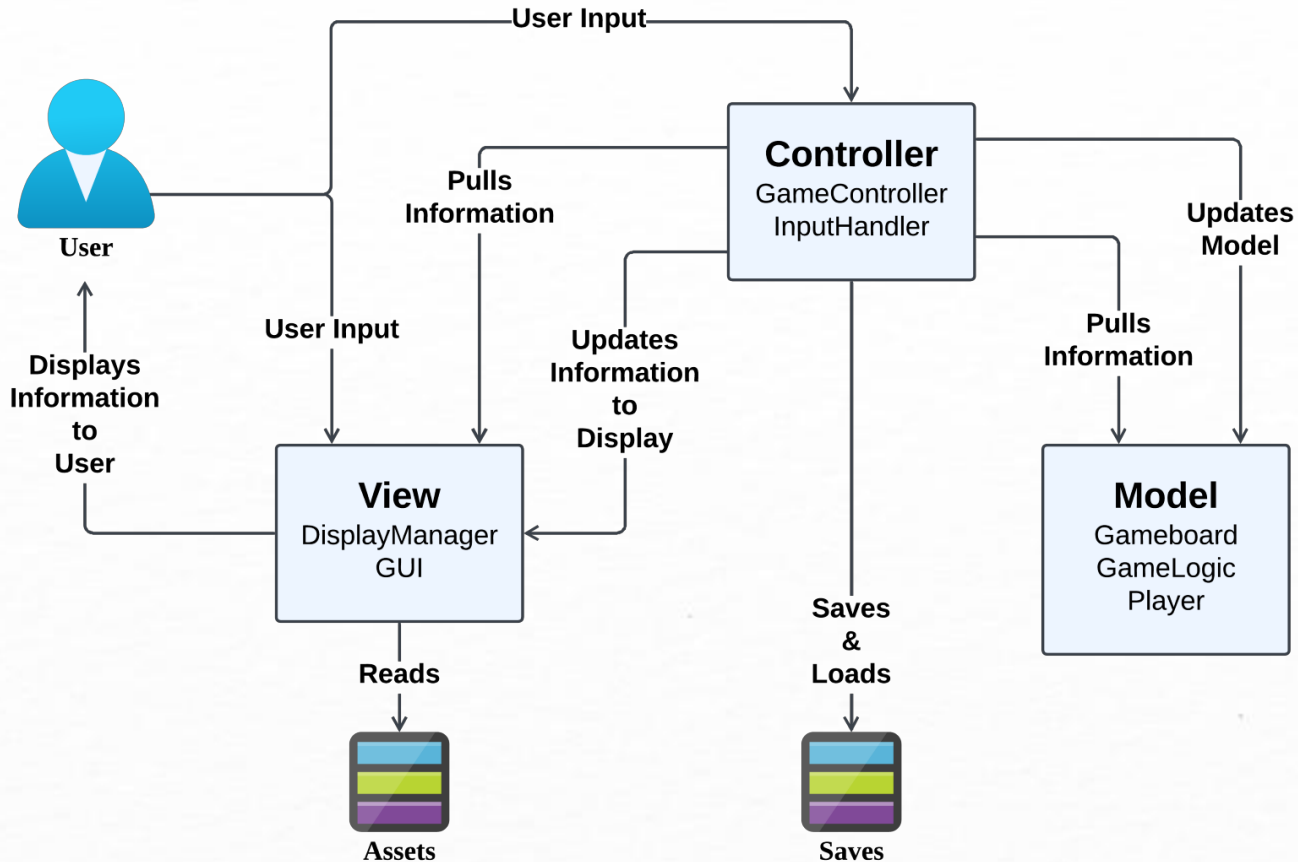
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Game UML Diagram



Architecture

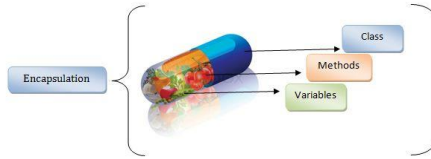




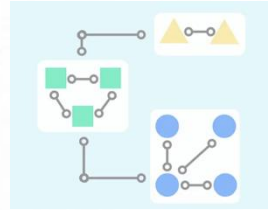
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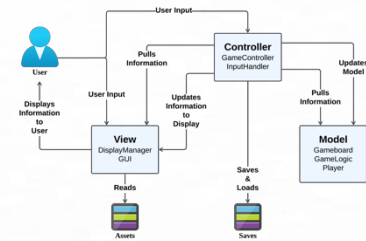
Important Lesson Learned



Encapsulation



Separation of
Concerns (SoC)



Model View
Controller (MVC)

Take Aways

- Increase Code Organization
- Increase Testability
- Increase Flexibility to Change

Thank You for Listening!

A Good Product Speaks for Itself

Enjoy 'Monopolying'

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ANY QUESTIONS?

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