# Monopoly Hong Kong Special Edition

Group 1

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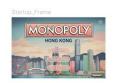
#### Main contents

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

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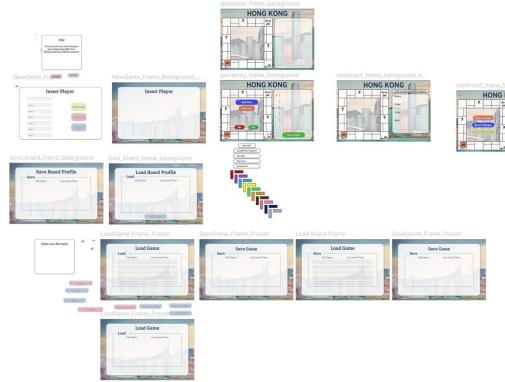
## Interaction Friendly Display



Game Guide

Gening brand

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Figma Prototyping

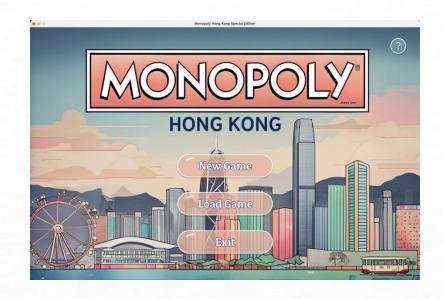
**Ensuring Useability** 

## Interaction Friendly Display

New Game

Load Game

Brit





Start Game

Load Game

Save Game

Edit Board

Load Board

Save Board

Play

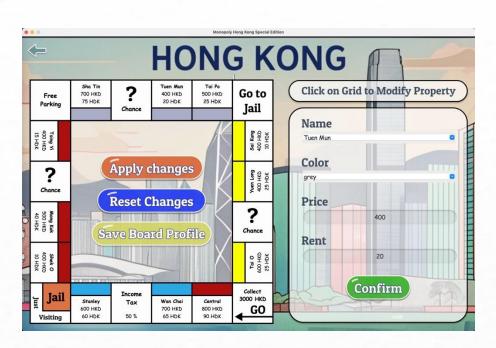
Load Game

Save & Quit

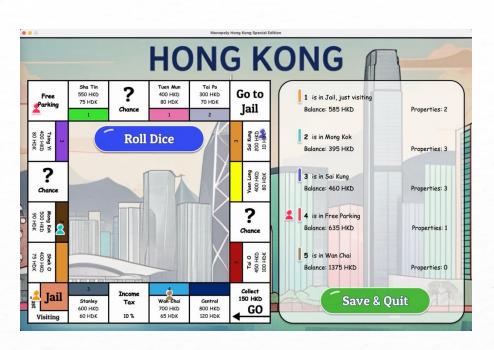
Edit Board

Load Board

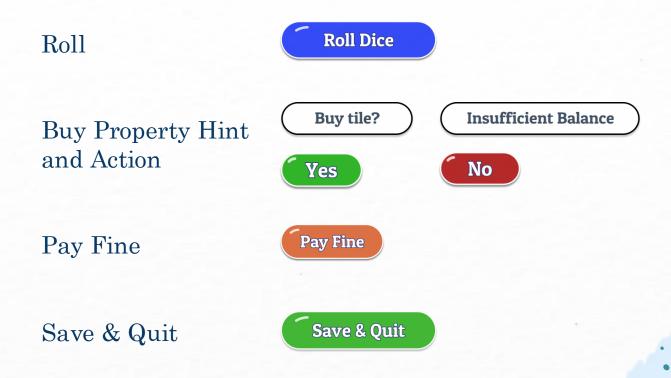
Save Board Profile

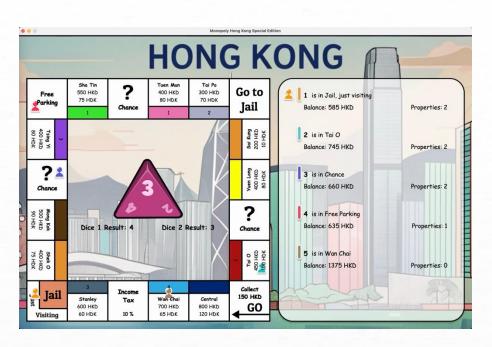


Customizable Gameboard

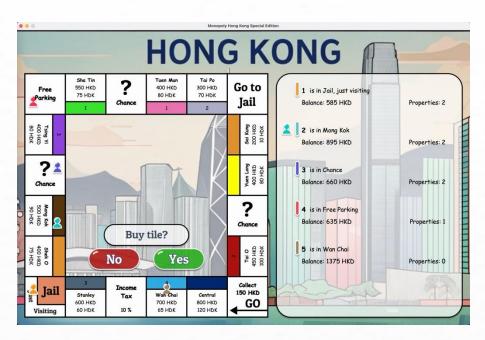


Gameplay with just Clicks



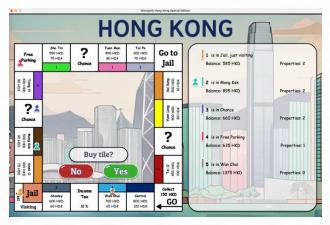


Easy to read display

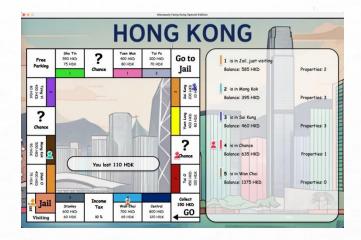


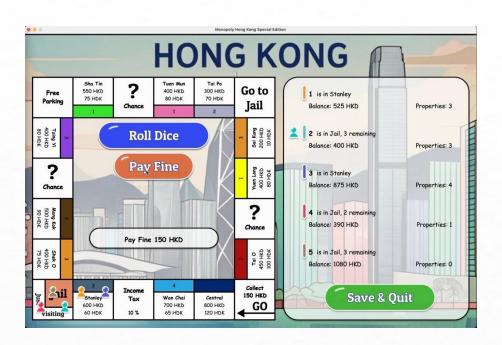
Buttons reflects the state of players

Buttons reflects the state of players



Notification after interaction





Buttons reflects the state of players

Notification after interaction

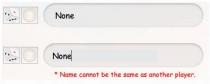




Names must be entered in sequence



Names must be 1-20 characters long



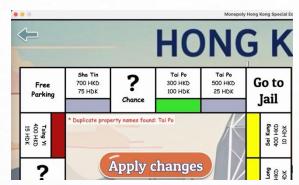
Names cannot be duplicated



Player cannot be less than two



Price and rent must be positive integers



Property Name cannot be the same

#### **Error Prevention**



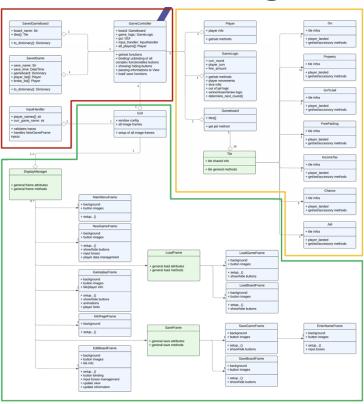
Empty game board cannot be loaded

Empty game record cannot be loaded

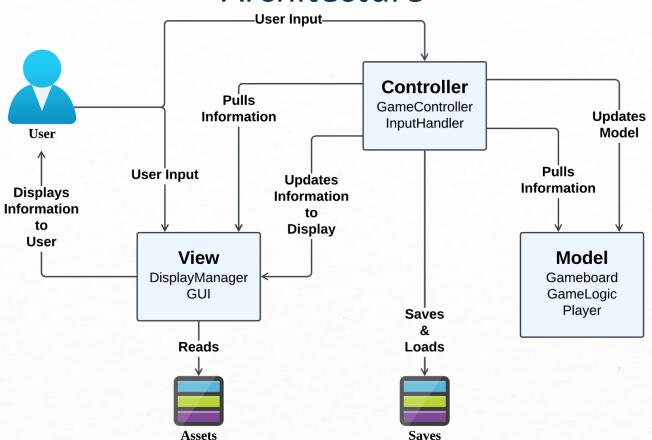
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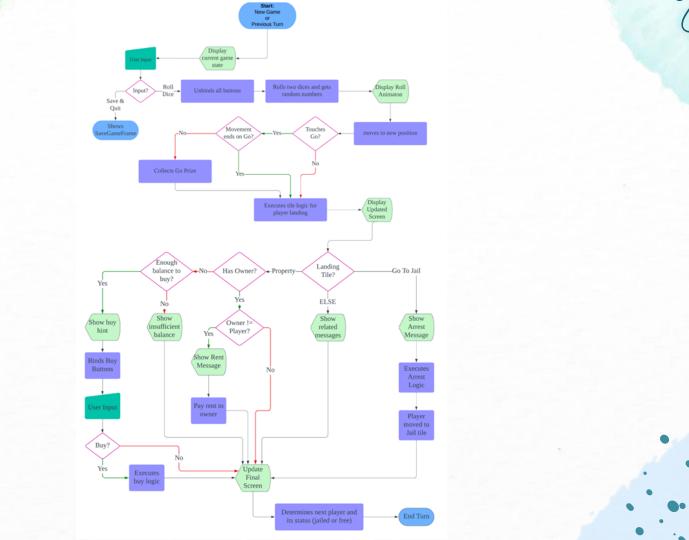
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#### Game UML Diagram



#### Architecture

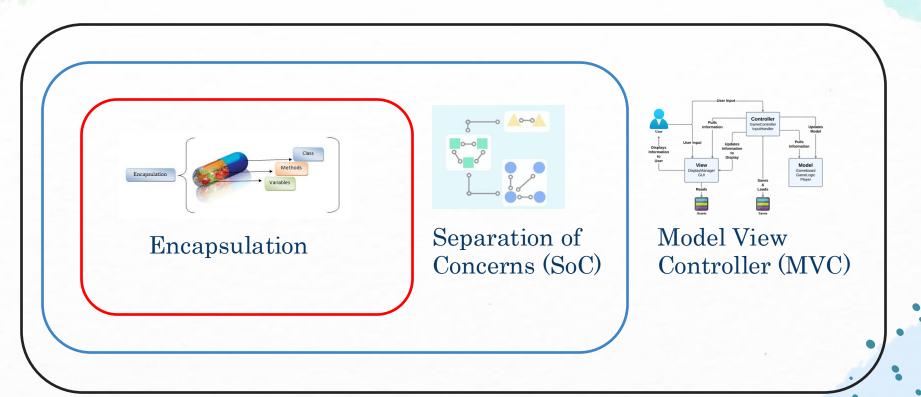




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#### Important Lesson Learned



## **Take Aways**

- 。 Increase Code Organization
- Increase Testability
- $_{\circ}$  Increase Flexibility to Change



## A Good Product Speaks for Itself

Enjoy 'Monopolying'

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