

VISION

We are designing a monopoly game that runs on the command line in this project. In doing so, we use object-oriented programming. This game is played by players choosing the piece. Then the selected piece are moved on the board in the resulting of dice. We will make the implementation more general as we do our design. Thus, We will make changes easier to improve this application later.

USE CASES

- It can be played between 2 and 8 people. The user determines how many people play
- The game will return for a certain number of rounds. The user sets the number of laps. Each tour, one user will play one time. During the tour, you will advance on the board a number of squares as far as the sum of the rolls
- The results of each roll is displayed like this format; player name and the value of the roll.
- When a player go to a square, the player's name and the number of the square are displayed.
- There are 40 squares on the board. Every square has number for the first iteration, there are no special squares for the time being
- There is no winner, loser, special squares, money, rent operations

SYSTEM CONSTRAINS

The program will work on command line. There is no user interface that users can interact with.

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GLOSSARY of TERMS

Board : The main part of the game is played. It consists of 40 squares. Every side has 10 squares.

Dice : The player rolls a dice to play the game. Piece of the player moves as much as a dice face value.

Piece : Each player chooses the piece he wants when starting the game. No other player can choose a piece chosen by a player, so every player's piece is identifier for him. After the player rolls the dice and sees the number to move, the piece moves up to the value that was thrown in the hand.

Square : Normally squares have special properties but in this iteration each square has a number. The players move according to their frame numbers.

Player : is the person who plays the game . Player has name , a unique piece of his choice.

Scope

Monopoly game will provide the following functionality for users:

Each player can write his own name.

Each player can choose a piece for himself.

Determines how many times the game should return.