

Monopoly Game

PRODUCT BACKLOG

User Story ID	User Story	Estimate (size)	Priority	Sprint
US005	The Game Board consists of a sequence of Game Board elements and space for the Community Chest and Chance Card decks.	Large	1	1
US006	A Game Board element is a GO space, Property spaces, Community Chest space, Chance space, Jail space, Railroad spaces, Free Parking space, Electric Company space, Water	Medium	1	1
US007	A Game Board element has a collections of Tokens that currently occupy that element and a sequence of actions that occur for Players who land on each element.	Small	1	1
US009	Movement of Player Tokens is controlled by the roll of 2 six-sided die. A Player's token is moved the number of Board Spaces indicated by the sum of the two die. If a player roll doubles then	Small	1	1
US013	Chance Cards is a deck of cards that contain actions that will occur when a card is drawn from the deck	Medium	1	1
US014	Community Chest Cards is a deck of cards that contain actions that will occur when a card is drawn from the deck	Medium	1	1

US008				
US012	A Player has a Token that they select, board position of their token, Money, a collection of owned properties, and a collection of Mortgaged properties. Players must have a means to accomplish each step of a turn. Player's can mortgage properties even when it is not their turn. Player's must be able to determine the monopolies that they own. They must be able to buy houses and hotel for Properties that belong to a monopoly. The houses and hotels must be evenly distributed among the Properties in a monopoly. Players have an a sequence of steps that they must follow to complete their turn. These steps must be able to change dynamically depending on the Board Space they land on.	Large	1	2
US015	Player Tokens are a set of objects including Top hat, Thimble, Iron, Boot, Battleship, Cannon, Race car, Scottie dog, Wheelbarrow. Tokens have an owner which is a Player. Each Token should have an icon that represents the token.	medium	1	2
US001	Each Game Board space must have an action associated with it that controls what happens when a Player lands on that board space. The Game Board space a Player lands on will determine the steps in the Players turn.	Large	1	2
US002	A game must have 2 to 4 Players.	Small	3	2

US003	The Banker is not a Player, it a separate entity that is simulated by the program. The Banker has an infinite amount of money, must be able to collect rent, must have a collection of Title Deeds for each Property, must be able to sell Properties to a Player, must be able to auction a Property, must be able to mortgage properties, must be able to pay \$200 to Players that land on or pass the Go Board space, must be able to receive money from Players as directed by Community Chest, Chance cards, Luxury Tax, and other payments Players may have to make. Must maintain a collection of 32 Houses and 32 Hotels and have the ability to sell and buy Houses and Hotels. Banker cannot sell a House or Hotel if all 32 of them have already been sold.	Large	1	2
US001	The winner will be the wealthiest player through buying, renting and selling property. If all Players agree to end game, the winner is the wealthiest Player. If all but one player has gone bankrupt	Small	4	
US004	One of the 2 to 4 players must be a Player simulated by the computer	Large	4	
US010	The Game State should provide an interface to the Controller and the View so that they can modify the Game State and get the current status of the Game State.			
US016	Property Title Deed Cards is a deck of cards that contain all information regarding a property, such as, Color, Name, Basic Rent, Number of Houses, Number of Hotels, Rent with 0 – 4 houses, Rent with Hotel, Mortgage Value, House purchase cost, Hotel purchase cost, whether or not the Property is mortgaged, and the cost to un-mortgage the property.	Medium	1	2
US017	Implement Houses. A House should have an icon that represents it.	Small	1	3
US018	Implement Hotels. A Hotel should have an icon that represents it.	Small	1	3

US011	Implement a Player's turn. Each step in a Player's turn should be implemented independently of all other steps.	Medium	1	3
US020	The Game State has a Game Board, collection of 2 - 4 Players, Dice, and a Banker. The Game State initializes a new game by creating a Game Board, creating a Banker, creating all Players (including the somputer simulated Player), allow each Player to choose a Token, and allocating \$1,500 from the Bank to each Player.	Large	1	2
US021	The Computer Controlled Player will simulate the actions of a Human Player. It will make decisions based on Random Numbers and set percentages. It will have several strategies depending on its current state that can be changed dynamically.	Large	1	3
US022	The GUI will display the current state of the game (draw the board, player information, display dice roll, display drawn Community Chest and Chance Cards) and allow Players to perform actions that they are allowed. It should indicate the Player whose turn it is and provide buttons (or other GUI components) that guild each player through the sequence of actions allowed for their turn. It should display the tokens for each player and move them around the board accordingly. Each Property space that can be bought must display the player that owns the space.	Large	1	3
US023	The Controller is a set of classes that implement the listeners for the components displayed by the GUI.	Large	5	
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