

# CSE 3063 - OBJECT ORIENTED SOFTWARE DESIGN

## Monopoly Game Simulation Programming Iteration #1

150116053 Eray Ayaz  
150116012 Rahim Gün  
150116016 Berk Köylü  
150116055 Süleyman Barış Eser

# About the Monopoly Game

Monopoly is the best-selling commercial board game in the world. Players compete to acquire wealth through stylized economic activity involving the buying, rental and trading of properties using play money, as players take turns moving around the board according to the roll of dice.

Players main goal is the drive to their opponents into bankrupt. Also on the board, there are different kinds of cards and squares. Cards can be a sometimes chance or bad things. Squares divided into 5 parts. These are jail, tax, go, regular, arrested squares. Regular squares available for purchase and players can put a houses and hotels on that.

The game has numerous house rules and hundreds of different editions exist, in addition to many spin-offs and related media. Monopoly has become a part of international popular culture, having been locally licensed in more than 103 countries and printed in more than 37 language.

## About the Project

### Requirement Analysis

- Create an object-oriented based project.
- Must be suitable for first 5 Grasp Patterns.
- Provide a text based console of the Monopoly Game.
- The game should be maintainable, ease of use and fast.
- The game should be play between 2-8 players.
- Players must roll the dice to move on the board
- If one player falls into jail, player must wait the 3 cycles.
- If the player runs out of money, it means that player has lost the game and the last remaining player wins the game.
- The player comes to tax square, player have to pay this money.
- The player comes to go square, player will receive the money.
- The player comes to regular square, if that square is not taken by the other players, this player can buy the square and after player can put a houses and hotels on the square.
- Observer have to enter the required parameters.

## **Vision**

Monopoly game will be a object oriented and it will use the iterative development process to maintain and create the game.

## **Scope**

The scope of the “Monopoly Game Project” is to create a Java based object oriented implementation of the Monopoly Board Game. Observer should be able to simulate the game after entering the required parameters in to the file.

## **Glossary of Terms**

- Board – a playground which has a 40 squares.
- Die – an object which allows the player to move around the board.
- Piece – an object which assigned to every player before the game starts.
- Square – a place where each players walks on it and also it has a specific action when on it.
- Jail – a place where players should stay for a 3 cycle when they landed the gotoJail square.
- Player – a person who plays the monopoly game.

## **StakeHolders**

Murat Can Ganiz (Customer)

Serap Korkmaz (Customer)

Eray Ayaz (Developer)

Berk Köylü (Developer)

Rahim Gün (Developer)

Süleyman Barış Eser (Developer)

## Technologies

- IntelliJIDEA
- GitLab
- JUnit