VISION

Our customer want from us Monopoly Game Similator Project. This Project game simulator which based on willingness in object oriented programming. We will use the language of object oriented programing Java in this project. We will improve the progress of the project with the directives we receive from our customer.

PROBLEM STATEMENT

Nowadays we are starting to everywhere in soft enviroment.

Group games are very expensive in real life. People spend a lot of money when they want to play these games. Dealer can not intervene this game in real life. Dealer can't add and subtract in game. Making a new game is more costly and difficult to sell.

SCOPE

Monopoly Game Project's purpose ;

- Why are group games played in a soft environment?
- Sell more games with less cost.
- It will be easier to update the game.
- Confusing operations to be performed by the computer.

SYSTEM CONSTRAINTS

This project will be simulated so that the user will only follow the game from the console.

STAKEHOLDERS

-Murat Can GANİZ (Customer)

-Yasin Emre ÖZBARUT

-Caner YEŞİLDAĞ

-Burak RUŞEN

GLOSSARY OF TERMS

Board - The surface on which you play a board game.

Dice – This is a cube. Each face is numbered from 1 to 6.Player use it every moved.

Piece – These; counters , meeple , moves , pawns or tokens.

Player – Someone who plays game.

Square - A square is a game board or unit.

USE CASE

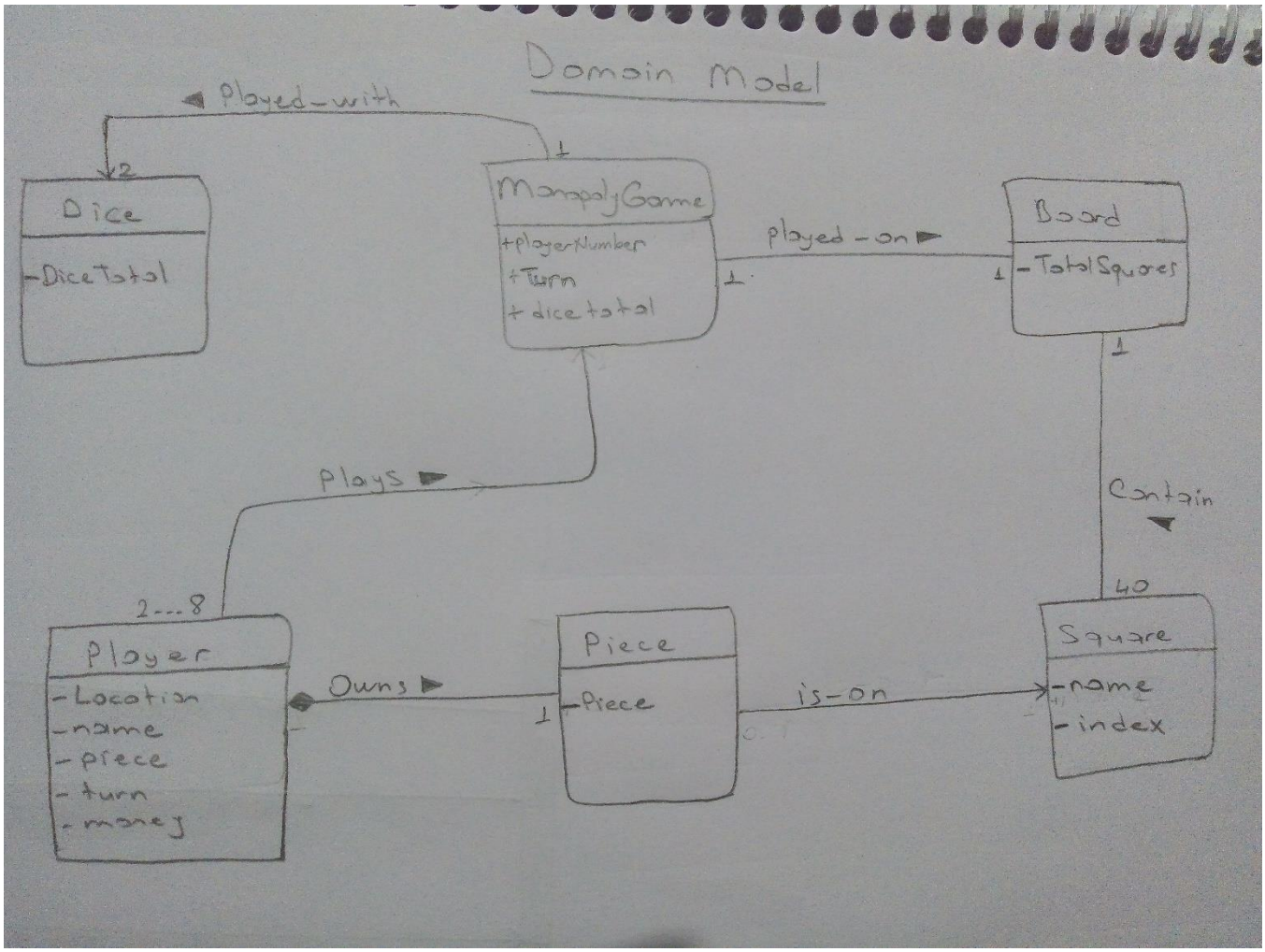
1-) The users enters the number of players.

2-)The user also enters player name.

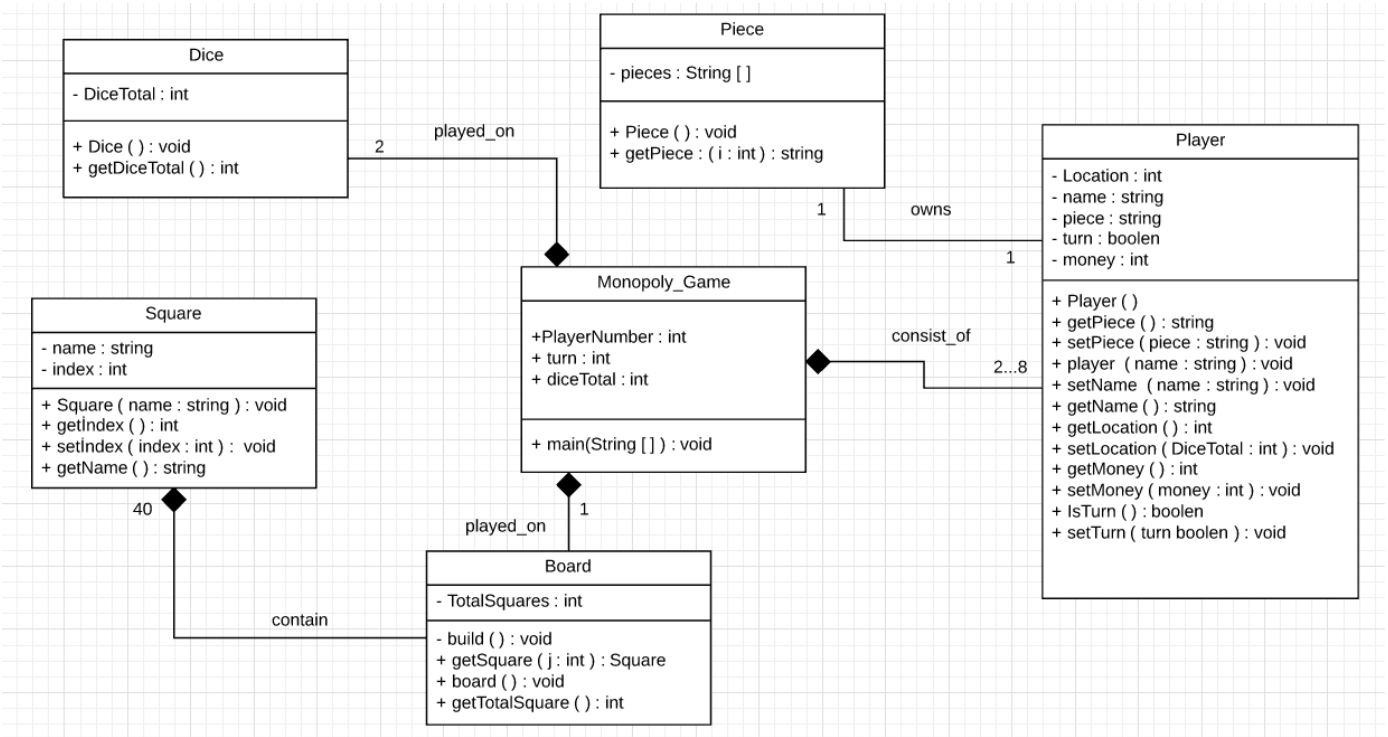
3-)The user selected player's pawn.

4-) The user starts the game and for the first iteration , and the players information is communicated through the console to the user.

DOMAİN MODEL OF MONOPOLY GAME



UML CLASS DİAGRAM OF MONOPOLY GAME



SQUENCE DİAGRAM OF MONOPOLY GAME