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.

Our customer firstly directives; wants to see that you implement different types of squares such as go square and their actions, using polymorphism.

Our customer secondly directives; We need to analyse, design and implement property squares: "Lots", "Rail Roads" and "Utility Squares".

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

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GLOSSARY OF TERMS

- **BOARD** - The surface on which you play a board game.
- **DİCE**– This is a cube. Each face is numbered from 1 to 6.Player use it every moved.
- **PİECE** – These; counters , meeple , moves , pawns or tokens.
- **PLAYER** – Someone who plays game.

SQUARE - A square is a game board or unit.Our customer's firstly directives for square; This square has a go square, jail square, free parking square, income tax square, luxry tax square.

-**Go Square:** Start square for players.At the beginning of the game, every player starts on this square and they start with $200 cash.

-**Jail Square:** If in Jail, a player's turn is suspended until either the player rolls a double or pays to get out.

- Free Parking Square: When a player lands here nothing happens and they move off the space on their next turn.

- Income Tax Square: When a player has the misfortune to land on the Income Tax space, he or she must pay 10% of their total assets which means total cash on hand.

-**Luxry Tax Square:** Players who land on it must pay $75 to the Bank

-**Lots , Railroads , Utility Square :** Players who land on these squares may buy them.

-**End Of Game:** The simulation ends when a single player left in the game.

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.

5-) Player starts on go square with $200.

6-) If player who land on Lots,Railroads or Utility square may buy them and again this player come on the these square nothing happens but other players come these square the player that landed on the square must pay its owner rent

7-) If player come on utility square(13 and 19 positions square) There are two Utility Squares at positions 13 and 29, named as "ElectricUtility" and "WaterUtility". The player who lands on these squares will pay the owner 10 times the roll of a dice.

8-) If player come on Railroad square(6-16-26 and 36 positions square) The price for a railroad square is 200. A player who lands on these squares will pay the owner 5 times the roll of a dice plus 25.

9-) If in Jail(11 and 31 square), a player's turn is suspended until either the player rolls a double or pays to get out. Paying a $50 fine to the Bank BEFORE throwing the dice for either the first turn or the second turn in Jail.

10-) A player go bankruptcy and removed from the game if her cash is reduced to 0 or below because of tax squares. If all players go bankruptcy before the predefined number of game iterations your game must halt.

11-) A player go to bankrupt if it can not pay a rent or tax. A player to go bankrupt retires from the game. The simulation ends when a single player left in the game.