

# MONOPOLY GAME

## Object Oriented Analysis and Design

In the Project I am going to design a Monopoly Game. I arrange a requirement analysis first. Then according to this I designed the Project and then wrote code of the game and tested.

### Scope

The Monopoly Game will provide us the following functionality;

- Cost of the game will be light because it's just a program on the computer.
- If any changes I need to do with the game, I can easily change the code implementation.
- The code will be readable and simple for any programmer. So if they want to add a speciality they can do that easily.

### System Constraints

The game system constraints are;

- A board which contains forty squares,
- Min. 2 max. 8 players,
- Money for pay,
- Two dice for moving the player to another location,
- At most  $6 + 6 = 12$  squares player can move for each toss die,
- Monopoly Game finishes when the rounds count which is taken at the beginning of the game is completed.

### Glossary and Terms

**Board**, is a part which Monopoly Game is played on and contains 40 squares in it.

**Die**, has six faces and numbers from one to six in each faces. Two dice given the total number of moving step on the board.

**Main (Monopoly Game)**, is a game which players sell and buy estate, pay for taxes until their Money finish.

**Player**, plays the Monopoly Game and tries not to bankrupt along the game.

**Square**, is a part of the board which gives directions to the player what to do.

## Use Case

First of all, enter the number of players, then enter the rounds that player want to play. Thereafter enter the name of the players and game starts with toss dice, according to total of dice face number, players moves on the square. If a player moves forty squares and comes to starting point, a round has completed. Player that complete the round takes 200\$. When the taken round number from the beginning finishes, the game is over.