MARMARA UNIVERSITY FACULTY OF ENGINEERING

COMPUTER ENGINEERING

OBJECT ORIENTED SOFTWARE DESIGN

Iteration 2

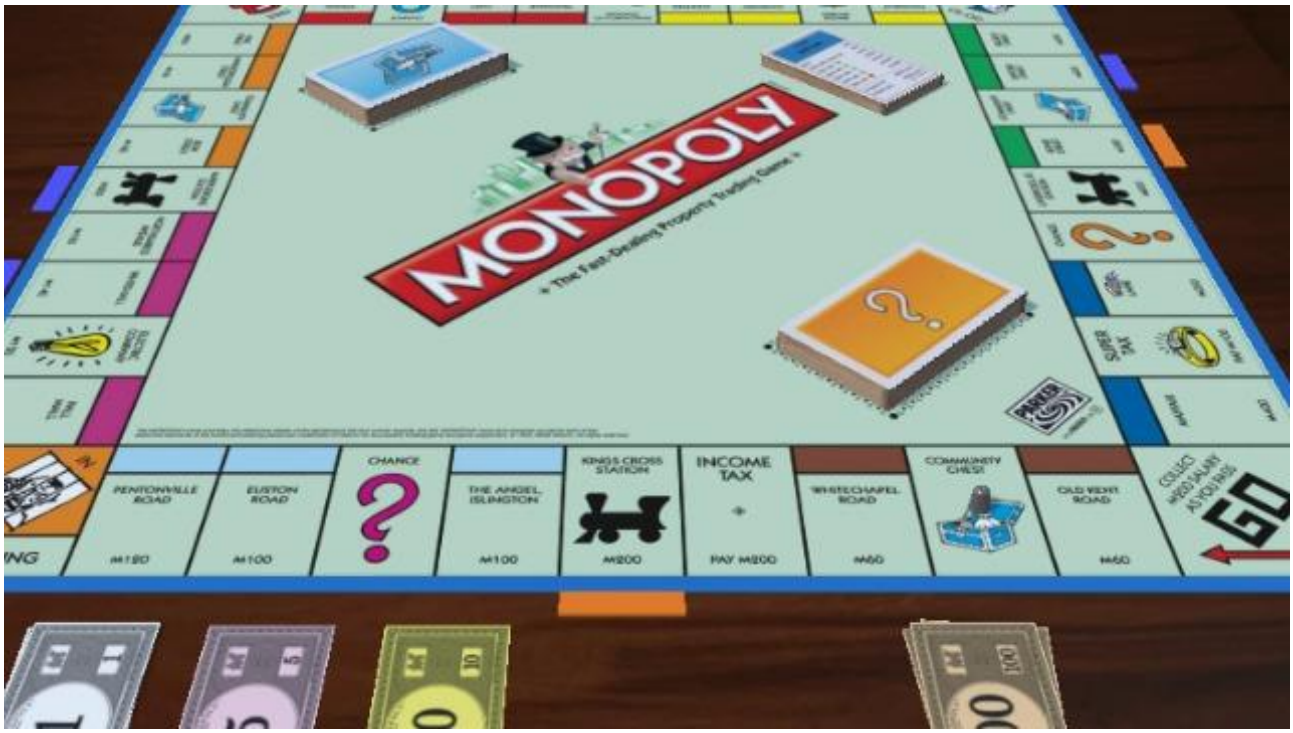
Ahmet Can KÜÇÜKKÖR - 150114031

Doğuşhan BALCI - 150114011

Batuhan Hazar Elibüyük - 150115007

I. Introduction

The purpose of this project is to create a simulation version of the Monopoly game in the Java language. Monopoly is a table game and has many features. This document contains the requirements analysis and other information about the simulation to be created.



2. Application Flow and Specifications Of Requirements

- We simulate the players from 2 to 8. User is asked how many players he wants.
- In each iteration, users automatically receive the order and the dice are discarded.
- The user moves as far as the dice values.
- The user moves as far as the dice values.
- If the square where the user resides belongs to someone else, the user pays the rent; if it is not and money is enough,a decision is made whether to buy or not randomly.
- If this is the starting point or if the user has passed the starting point, money will be transferred the user's account.
- If the user is in a place where he / she needs to pay taxes, he / she will pay taxes.

- If the user has come to the luck section, the card will be pulled and according to the card taken will be processed.
- The user's process, location, and account balance will be shown on the screen.
- The next player's turn comes.

3. Stakeholders

- Murat Can Ganiz (Customer)
- Berna Altınel (Customer)

- Ahmet Can Küçükkör (Project Manager, Analyst / Developer)
- Doğuşhan Balcı (Analyst / Developer)
- Batuhan Hazar Elibüyük (Analyst / Developer)

3. System Constraints

* Will be independent from the user
* Will run at the command line