



MARMARA UNIVERSITY FACULTY OF ENGINEERING

COMPUTER ENGINEERING

OBJECT ORIENTED SOFTWARE DESIGN

Iteration 1

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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.
- At the end of each loop, the player advances as far as the sum of the dice values. The position of the player is suppressed in the console.

3. Stakeholders

- Murat Can Ganiz (Customer)
- Berna Altinel (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