

# STA Monopoly - User Manual

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## Installation

Open the mainmenu.java, compile it and run the main program to get started!



## Starting the Game

Welcome players, you are all students of St. Augustine Catholic High School, competing to conquer the school! Each player selects their character piece and starts at the GO Tile on the Monopoly board with \$1500. Every player rolls the die once. Whichever player rolls the highest number on the die begins first and the rest of the players follow in a clockwise manner.



# Game Play

After hitting the play button, you will be brought to a screen that allows you to host your own game or you can join an existing game!



## HOSTING THE GAME:

If you're hosting a game, your IP address will be displayed for other players to copy onto their screen. You will be able to enter the display name you want for your game! Make sure to press enter in order for your name to appear in the textfield. Whenever you're ready, you can click start game!



## JOINING THE GAME

If you are joining a game, there will be an area where you can enter another person's IP address. This way, you will be playing with other players as well! You will also be able to enter the display name you want for your game! Make sure to press enter for both IP address and the textfield in order for your name to appear and you are connected to the host's server! Click the start game when everyone is ready!



**HOW TO WIN:** when all of the classes and courses on the board are bought and owned, the student with the most money left over is the winner!

## JAIL/PRINCIPAL'S OFFICE:

"GO TO JAIL" card/ space sends you straight to the principal's office!

To get out:

- If owned, use a "GET OUT OF JAIL FREE CARD"
- Rolling Doubles
- Pay \$50



## FREE PARKING:

Nothing good or bad! Just chilling as a student



## COURSE FEES:

If you land on an owned course/class, you must pay the owner the course fees listed in its properties. Watch out if they have class improvements, The courses fees will cost much more!



## UNOWNED COURSES:

If you land on a course that is unowned, you may buy it from the school.



## DROPPING COURSES:

In case of bankruptcy, you are able to sell your courses to other players or drop the course. This information can be found on the course's properties card.



## CLASSROOM IMPROVEMENTS

When you own all the courses of the same subject / colour, you are able to add classroom improvements to your properties. This will increase course fees for other players.



## GUIDANCE:

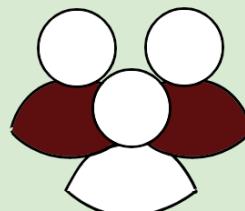
If you land on an unowned guidance office, you may buy it from the school. The more guidance offices you own, the more other players will have to pay!



## COUNCILS

You may buy councils if unowned. If you landed on an own council and they own;

- **ONE COUNCIL:** Students will pay 4 times the amount of the dice rolled.
- **TWO COUNCILS:** Students will pay 8 times the amount of the diced rolled.



## SCHOOL FEES:

When you land on these spaces, you must pay the school fees listed on the board

- **COURSE SELECTION:** \$80
- **NEW UNIFORMS:** \$75



## **COMMUNITY CHEST CARDS:**

A card will be drawn when landing on the community chest space. These type of cards are known to either give or take away money!



## **CHANCE CARDS:**

A card will be drawing when landing on the chance space. These type of cards are know to move you to locations around the board. Watch out, some of these properties could be owned. Good Luck!

