

Design and Analysis of a Game of Monopoly

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Table Of Contents

Table Of Contents	1
Abstract	2
Introduction	2
Research	2
Analysis	2
Requirements	2
Scenarios	2
Primary Class List	3
Class Diagrams	3
Use Case Diagrams	3
Result Of Structured Walkthrough	3
Product Design	3
Object Diagrams	3
Refined Class Diagrams	3
User Interface MockUps	3
State Machines	4
Class Design	4
Collaboration Diagrams	4
Sequence Diagrams	4
Object Diagrams	4
Refined Class Diagrams	4
Class Skeletons	4
Implementation (Provisional)	4
Source Code	4
Final Implementation	5
Summary of changes and Additions	5
Source Code (Final)	5
Appendix	5

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Notes of Team Meetings	5
Meeting 1	5
References	5

Abstract

The aim of this project is to design a game of monopoly using an Object-Oriented approach and following the Agile Scrum framework. This paper will outline the research required for the design of monopoly and will begin with an analysis of the requirements, classes and use cases needed for the design of the game. The product will be designed with the use of object diagrams and user interface mockups as well as state machines. Classes will be modelled using a collection of diagrams to portray the structure of the project, these will include collaboration and sequence diagrams. Finally, the source code will be written and provided to the reader based on the designs.

Introduction

This paper will seek to analyse, design and structure a game of monopoly with an Object Oriented Approach. The project is split into stages which include Analysis, Product Design, Class Design and finally the implementation. Source code for the game of monopoly will be provided and this will incorporate the designs and structure as outlined in the different stages.

Research

Blah blah blah...

Analysis

Requirements

These requirements outline what the game will and will not do. They will highlight the scope of the project and give light to how the game will be developed.

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Scenarios

Blah blah blah...

Primary Class List

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Class Diagrams

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Result Of Structured Walkthrough

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Product Design

Object Diagrams

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Refined Class Diagrams

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Appendix

Notes of Team Meetings

Meeting 1

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References

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