

# Design and Analysis of a Game of Monopoly

Aifric Nolan, Aine McKeon, Comfort Dopamu, Mahjabeen Soomro, Rachel white

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## Abstract

The aim of this project is to design a game of monopoly using an Object-Oriented approach and following the Agile Scrum model of development. ...

## Introduction

Blah blah blah...

## Research

Blah blah blah...

Requirements  
Blah blah blah...

## Analysis

### Requirements

Blah blah blah...

### Scenarios

Blah blah blah...

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## Primary Class List

Blah blah blah...

## Class Diagrams

Blah blah blah...

## Use Case Diagrams

Blah blah blah...

## Result Of Structured Walkthrough

Blah blah blah...

## Product Design

## Object Diagrams

Blah blah blah...

## Refined Class Diagrams

Blah blah blah...

## User Interface MockUps

Blah blah blah...

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## State Machines

Blah blah blah...

## Class Design

### Collaboration Diagrams

Blah blah blah...

### Sequence Diagrams

Blah blah blah...

### Object Diagrams

Blah blah blah...

### Refined Class Diagrams

Blah blah blah...

### Class Skeletons

Blah blah blah...

## Implementation (Provisional)

### Source Code

Blah blah blah...

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## Final Implementation

### Summary of changes and Additions

Blah blah blah...

### Source Code (Final)

Blah blah blah...

## Appendix

### Notes of Team Meetings

#### Meeting 1

Blah blah blah...

### References

Blah blah blah...

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