

# 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 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

The first stage of this project is the Analysis Stage. Here, the requirements will be defined, the scenarios will be described, a primary class list determined, class diagrams and use case diagrams will be created and the results of a structured walkthrough will be provided.

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## 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. Below is the requirements specification of the game of monopoly.

[illegible]

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## Scenarios

Blah blah blah...

## 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...

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## User Interface MockUps

Blah blah blah...

## 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...

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## Implementation (Provisional)

### Source Code

Blah blah blah...

## 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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