

# Scenarios

1. Players A, B, C and D join a game together and choose their pieces and colours. The system sets up a wallet for each player with their allocated money.
2. Each player clicks to roll the dice. Player A rolls the highest sum so Player A clicks to roll again and moves their piece by the amount shown on the dice.
3. Player A lands on a property and the system gives the player the option to buy or auction the property as the property is unowned and the player clicks to purchase the property. The system deducts the cost of the property from the player's wallet and places the money in the bank. The system will place the title deed card in Player A's inventory.
4. Player B clicks to roll the dice and lands on a property. The system gives the player the option to purchase or auction the property as the property is unowned. Player B decides to auction the property and types in an initial bidding price to start the auction. The System will allow other players to click to bid enter a bidding price greater than the current one. This will continue until 2 of the 3 players click to exit the bid and the last highest bidder must purchase the property. The system will deduct the money from their wallet and place the money in the bank, it will then place the title deed card in their inventory.
5. Player C clicks to roll the dice and lands on a property. The property is owned by Player A. The System prompts player C to pay the rent specified on the title deed card owned by Player A. The rent is deducted from player C's wallet and placed in Player A's wallet.
6. Player D clicks to roll the dice and they land on a Community Chest square. The player will open the card menu and select a random card. The system will turn the card selected over and the player can read the card. In the card menu, the system will provide steps to follow the instructions shown on the card.
7. Player A clicks to roll and lands on a tax square. The system deducts the money specified on the square from Player A's wallet and increments the money in the bank.
8. Player B rolls the dice and lands on the 'Go To Jail' square. The System moves their piece to the jail square. The System gives the player the option to pay 50e on their next turn to get out of jail, to roll the dice to try and get a double or to use a Get Out Of Jail card if they have one. Player B waits a turn and decides to pay 50e. The 50e is deducted from their wallet and put into the bank.
9. Player C has two properties of the same grouping. The player clicks to roll the dice and lands on the third property in that grouping. The property is unowned so the player decides to purchase it. The money is deducted from their wallet and placed in the bank. The player has all three properties from the same grouping so can now collect more rent as specified on the title deed for any user who lands on the property. Now they can also access the housing menu.
10. On their next turn, Player C decides to buy a house for their property group. They click to open the house menu and click to purchase a house. The system will show the player the available places to build and the player can choose where to place the

house. The cost of the house as shown on the title deed card is deducted from their wallet and moved into the bank.

11. On Player D's turn, the player clicks to roll the dice. They move their piece the amount specified by the dice roll and they pass Go. The System adds 200e to their wallet and deducts 200e from the bank.
12. It is Player C's turn. They have four houses on a property and the system will not allow the player to buy another house on that property as 4 is the limit. The system will now make hotels available to the player and player C chooses to buy a hotel. The system shows the user the available spaces to build the hotel and the player clicks on the space to build. The system removes the houses on that space and places the hotel there. Player C is deducted the cost of the hotel as shown on the title deed card from their wallet and the money is put in the bank.
13. Player A lands on Player C's property and does not have enough money in their wallet to pay the rent. Player A clicks to declare bankruptcy and the System gives their mortgaged properties and Get Out Of Jail Free Card to Player C. Player C pays 10% interest on the mortgaged properties to the bank. The System transfers Player A's money to the bank. The System offers Player A the option to quit the game or to watch and Player A chooses to watch.
14. Player D lands on a tax card and owes the bank €100 but Player D does not have €100. Player D clicks to declare bankruptcy. The System begins to auction Player D's mortgaged property and returns player D's Get Out Of Jail Card to the card deck. Player D is offered the option to watch or quit the game and the player quits the game.
15. It is player A's turn and they mortgage three of the properties they own. The System puts money in Player A's wallet with the amount based on that stated on the title deed card. Player A can no longer collect rent on these 3 properties. These cards are turned over in their card deck.
16. It's Player C's turn and they want to do a deal with Player A. Player C wants to buy a property from Player A. Player A has two houses on this property so before Player A can sell the property they need to sell the two houses back to the bank. Once player A has done this then Player C can buy the property from Player A on their turn. Player C enters their proposal to buy the property for 1 Get Out Of Jail Free Card, a utility and €60. The System gives player A the option to click Accept or Decline and Player A accepts.
17. It is Player A's turn and they wish to purchase a property from Player C. The property Player A wishes to buy is mortgaged and so once the two players agreed on a deal, Player A is given the option to pay the price of unmortgaging the property now or must pay 10% of the list price on the card and keep the card mortgaged. Player A chooses to repay the bank the mortgaged price and the System deducts the money from Player A's wallet and puts it in the Bank.