

# Design and Analysis of a Game of Monopoly

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

## Table Of Contents

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

# Design and Analysis of a Game of Monopoly

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

|                        |   |
|------------------------|---|
| 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 model of development. ...

## Introduction

Blah blah blah...

## Research

Blah blah blah...

Requirements  
Blah blah blah...

## Analysis

### Requirements

Blah blah blah...

### Scenarios

Blah blah blah...

# Design and Analysis of a Game of Monopoly

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

## 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...

# Design and Analysis of a Game of Monopoly

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

## 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...

# Design and Analysis of a Game of Monopoly

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

## 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...

# Design and Analysis of a Game of Monopoly

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