

Requirements Specification

1. Allowing 2-8 users to join a game session.
2. Allowing each user to pick a game piece from a choice of 8.
3. Allocating money to users.
4. Enabling the user to navigate around the board by rolling two dice.
5. Permitting user to purchase property if unowned.
6. Validating the property is unowned.
7. Requiring the user to pay rent to another user who owns the property.
8. Auctioning a property if the property landed on is unwanted and unowned.
9. Permitting user to mortgage property allocating property's worth to user.
10. Allowing the user to pick up a chance or community chest card when landing on the relevant space and permitting to user to follow the instruction given.
11. Allowing user to go to the jail space when the user lands on 'Go To Jail'.
12. Enforcing user to stay in jail unless 50e paid or user waits three turns.
13. Allowing user to purchase up to four houses on a property when they own the full set of streets of the same colour.
14. Allowing the user to purchase hotels once four houses have been purchased on a property.
15. Eliminating the user from the game when they can no longer pay what they owe.
16. Collecting taxes and fines from users.
17. Allowing users to make deals with each other which can include trading money, property, or 'Get Out Of Jail Free' cards.
18. Buying properties back from the user when a user wishes to sell.
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