

REQUIREMENT ANALYSIS DOCUMENT

Requirement Specification

Vision

Monopoly is a board game that represents business mans and property deeds. Required players are minimum 2, maximum 6. Player are moving by tossing the dices. The main object of players is buying the precious properties or enterprises and collect the Money from players that came these properties. Bankrupted players are disqualified. The last player is the winner.

Scope

Monopoly game will provide;

40 square that include properties, enterprises, transportation foundations, community chests, chances, jail, visit, taxes, and park.

At very beginning a certain amount of Money is given to the players.

Players are moving by tossing dices. If the square that player comes in is a purchasable item, player can buy it if enough Money exists. The turn is remains for the same player if the dice is doubled. If the double actions happens three times player goes jail.

There are also not purchasable squares such as jail, chance, community chest and etc.

Community chests(funds) and chances are the squares that players get transacted in it. In funds and chances, Players can play gambling, can be penalized by Money due to government regulations, can receive Money from other players for some reasons.

Players can exit from jail by only paying an amount of Money.

Players pay rent to the owner of the currently moved properties.

Players are paid for each pass-over of start point.

When players endangered of being bankrupted, they can get Money by selling the properties as hypothec.

There is no property swap between players.

When the player that can not get money anymore, namely, there is nothing to avoid bankruptcy, player is disqualified.

The game will remain until the last player stands or the iteration count is equals max iteration of game. In this situation wealthiest player is winner.

System constraints

GUI part is not included the game. The required displacements are made in console. To run the application JDK should be installed. No more plug-ins, softwares.

Stakeholders

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Glossary of Terms (Alphabetically listed)

Dice : The item is used to get random numbers between 1-6

Hypothec Price : When a purchasable square(property) is sold, the amount of money player gets for it.

Jail : The square that blocks the player's move in it.

Purchasable Square : Properties, foundations, firms that can be sold to players.

Start point : The square where players start the game in and every pass-through of it, relevant player get an award.

Square : The abstraction of properties, transportation, foundations and etc.

UnSaleable Square : The squares that have their features they can not be sold.

Fund(Community Chest): The squares that have their own effects on players.

Chances : The squares that have their own effects on players. Sometimes funds and chances are same.

Use case

User runs the application

1. At the beginning, User is supposed to enter a name,number of players, number of game iteration.
2. If user did not give the right input for number of players and number of iteration Go Step 1.
3. User tosses a dice to race for start.
4. Player that has max dice summation starts the game.
5. Players are automatically tossing dice,moving and purchasing properties.
6. When the turn has come to the user, user should press any key to toss the dice.
7. When user come a purchasable square which is not sold before, user is supposed to answer whether he/she want to buy this square.
8. When AI Player is endangered of bankruptcy, program automatically sells their properties.
9. When User is in trouble with Money, user is asked to choose which property is wanted to be sold.