Monopoly Group 3 User Manual Milestone2:
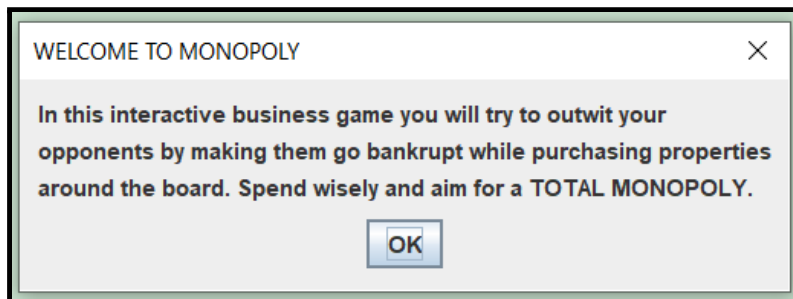
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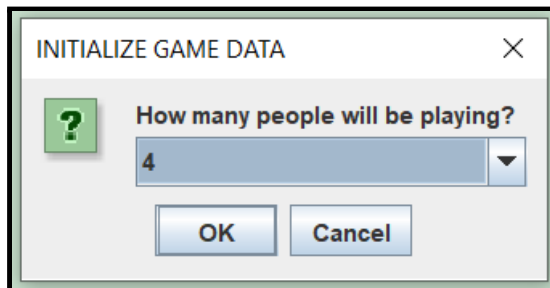
Game Initialization:

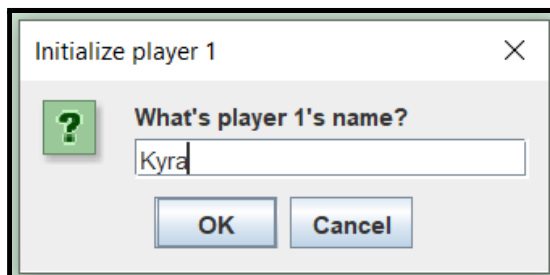- The game will begin by prompting the user to enter the number of players and assigning a name and icon to each player
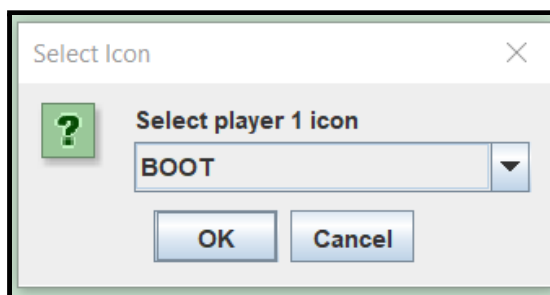
1.

WELCOME TO MONOPOLY   ×

In this interactive business game you will try to outwit your opponents by making them go bankrupt while purchasing properties around the board. Spend wisely and aim for a TOTAL MONOPOLY.

OK

2.

INITIALIZE GAME DATA   ×

? How many people will be playing?

4 ▾

OK   Cancel

3.

Initialize player 1   ×

? What's player 1's name?

Kyra

OK   Cancel

4.

Select Icon   ×

? Select player 1 icon
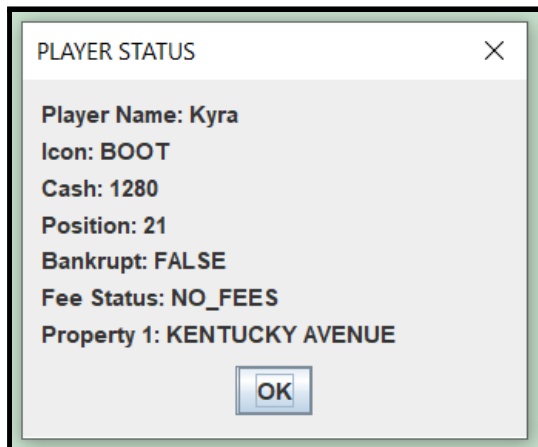
BOOT ▾

OK   Cancel

5. Repeat steps 3 and 4 for the remaining players

Playing Monopoly:

- To play the game with the GUI-based interface, the user has button commands that are available given the current state of the game
- The commands are listed and explained below

Player Status:

- The **Player Status** button will always be available to the user to display the information about the current players turn

PLAYER STATUS   ✕

Player Name: Kyra
Icon: BOOT
Cash: 1280
Position: 21
Bankrupt: FALSE
Fee Status: NO_FEES
Property 1: KENTUCKY AVENUE

OK

Cell Status:

- The **Cell Status** button will always be available to the user to display information about the current cell the current player is on

CELL STATUS   ✕

Cell Name: KENTUCKY AVENUE
Price: 220
Rent: 18
Property Owner: BOOT

OK
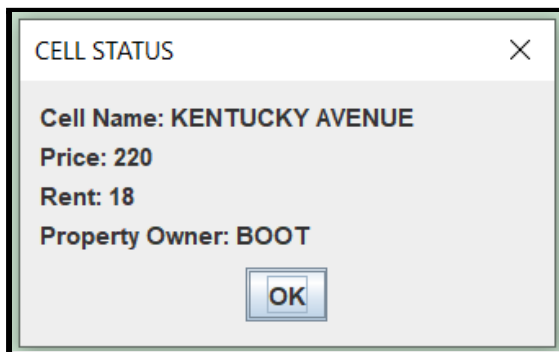
Pass:

- Once the player would like to end their turn they may use the **Pass** button to end their turn and begin the turn of the next player
- The pass command is not available if the player has other commands that must be run before moving on to the next player.
- Some examples are to pay rent and pay tax which are needed to be completed before ending their turn

Buy:

- If the player lands on an unowned property the user can use the **Buy** button to purchase the property
- After using the **Buy** button, the cost of the property is subtracted from the users cash, the property is added to the list of properties owned by the user and the property owner is set as the current player
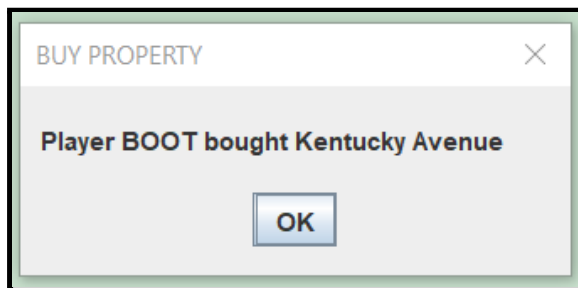

Roll:

- When the turn is passed to the next player the dice are automatically rolled, but in the case that the player rolls a double, the user may use other commands available to them and the **Roll** button become available so the player can roll again during their turn due to the previous doubles rolled
- The **Roll** button will roll the dice for the player again and move the player the new location on the board and allow the player to continue their turn as normal
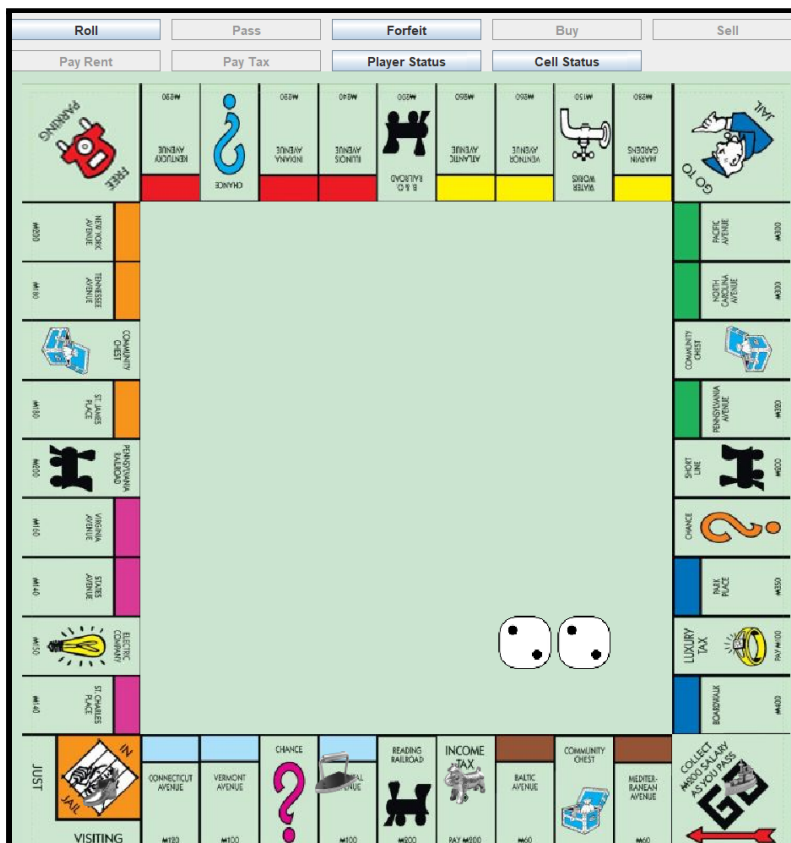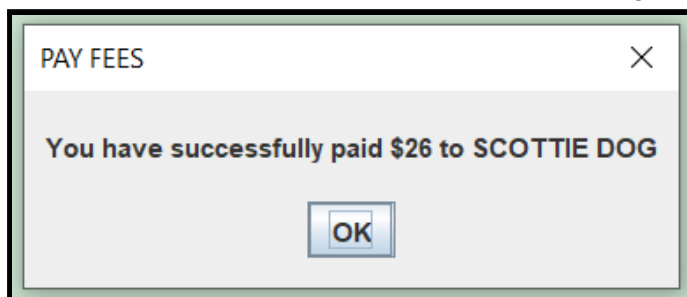
Forfeit:

- The **Forfeit** button will always be available to the user to remove the player from the game.
- If the user must pay rent or tax and does not have sufficient funds the user must use the **Forfeit** button to leave the game
- The players cash is sent to 0 and will be added to the bankrupt players and the turn is moved to the next player
- The user will receive a warning to confirm that they would like for forfeit

Select an Option   ×

?   Are you sure you would like to forfeit the game?

Yes   No   Cancel
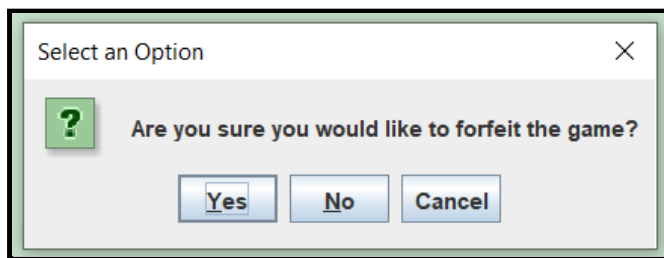
Pay Rent:

- If a player lands on a property owned by another user, the player must pay rent to the owner of the property.
- In this case the **Pay Rent** button is shown to the user and the **Pass** button is not available to the user unless they pay rent. If the player cannot pay the rent they must user the **Forfeit** button to forfeit from the game

PAY FEES   ×

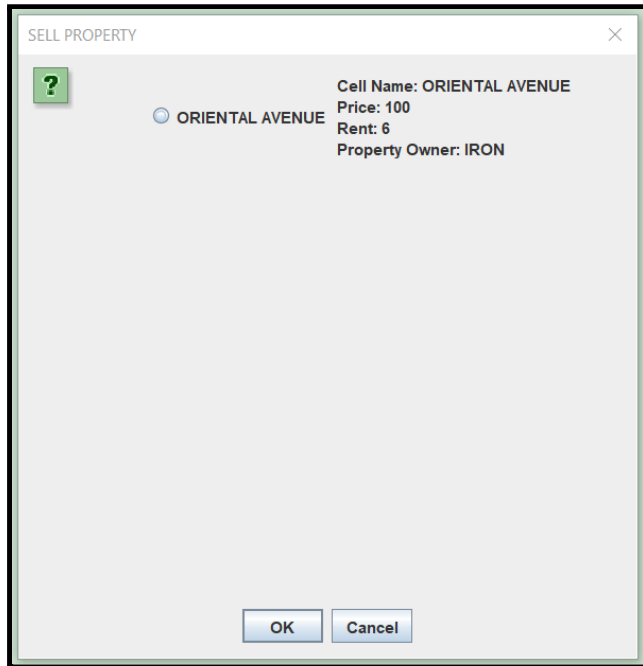You have successfully paid $26 to SCOTTIE DOG

OK

Pay Tax:

- If a player lands on a tax location the **Pay Tax** button is shown to the user and the **Pass** button is not available to the user unless they pay the tax
- If the player cannot pay the tax they must use the **Forfeit** button to forfeit from the game

PAY FEES   ×

You have successfully paid $200 to BANK

OK
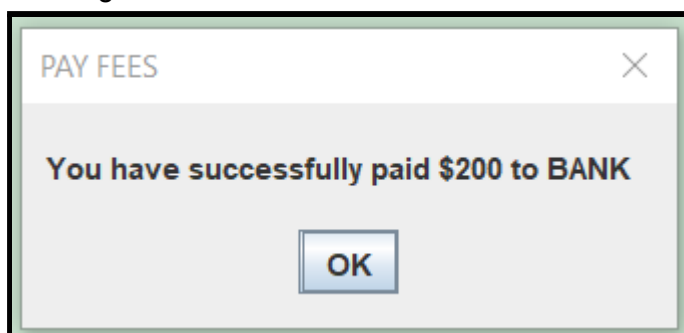
Sell:

- Players may use the **Sell** button to sell properties they own
- The player cannot sell a property they bought in the same turn
- Once the button **Sell** has been pressed, the user must select the property they would like to sell

SELL PROPERTY ✕

? ◯ ORIENTAL AVENUE

Cell Name: ORIENTAL AVENUE
Price: 100
Rent: 6
Property Owner: IRON

OK   Cancel

Ending the Game:

- Once all but one player has used the **forfeit** command, the game is over and the remaining player is the winner!

GAME OVER! ✕

Player BATTLESHIP won the game!
Player IRON has the rank 2
Player SCOTTIE DOG has the rank 3
Player BOOT has the rank 4

OK