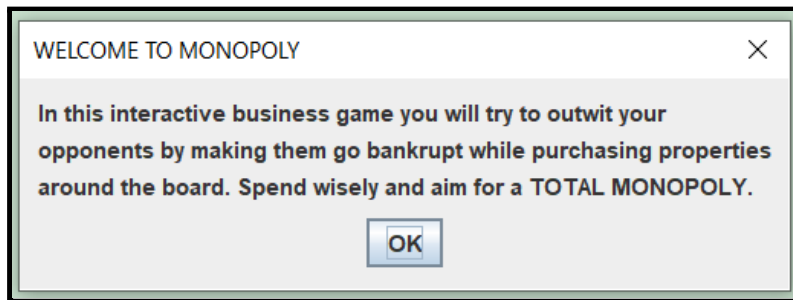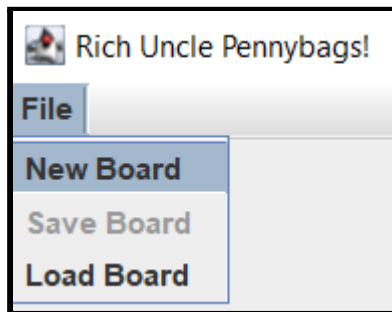# Monopoly Group 3 User Manual Milestone4:

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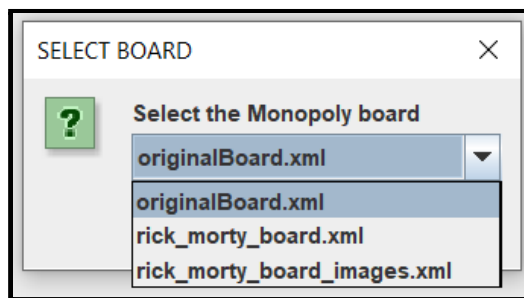
Game Initialization:

-
- To begin a new game, direct to **File > New Board**
  -
- Select a Board from the versions available
  -

○ If **originalBoard.xml** is selected:

○ If **rick_morty_board_images.xml** is selected

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

1.

2.

3.
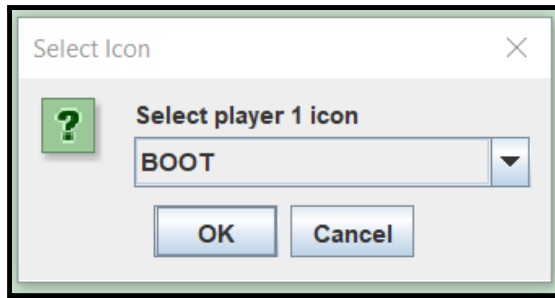
4.

5. Repeat steps 3 and 4 for the remaining user players

6.

7.

8. Repeat steps 6 and 7 for the remaining AI 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 and other game features are listed and explained below

Player Status:

- The **Player Status** information will always be visible to the user to display the information about all the players on the right side of the board

Cell Status:

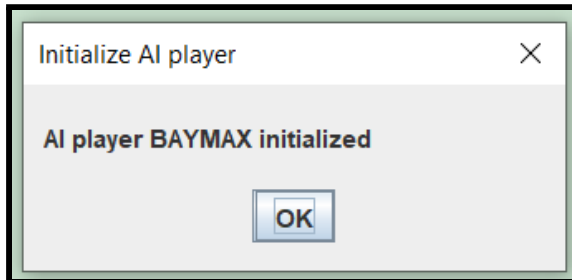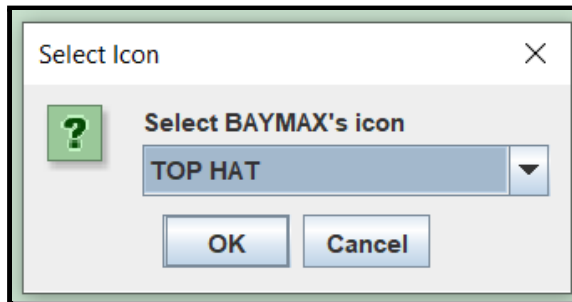- The **Cell Status** button will always be available to the user to display information about the current cell the current player is on
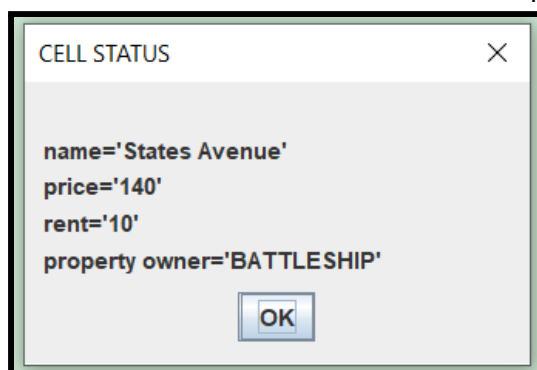
Pass:

- 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
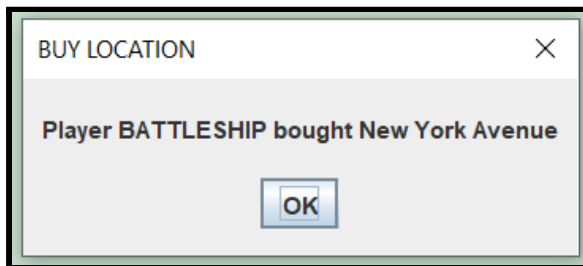- After using the **Buy** button, the cost of the property is subtracted from the users cash, the property is added to the list of properties owned by the user and the property owner is set as the current player

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 Again** button become available so the player can roll again during their turn due to the previous doubles rolled
- The **Roll Again** 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
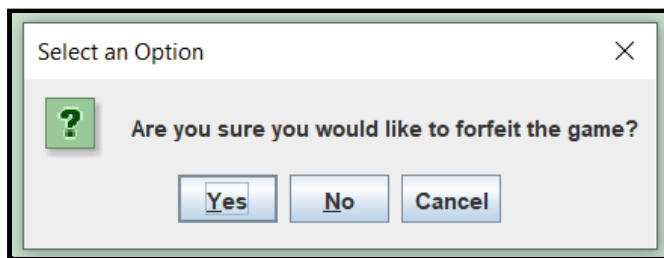
Pay Rent:

- 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
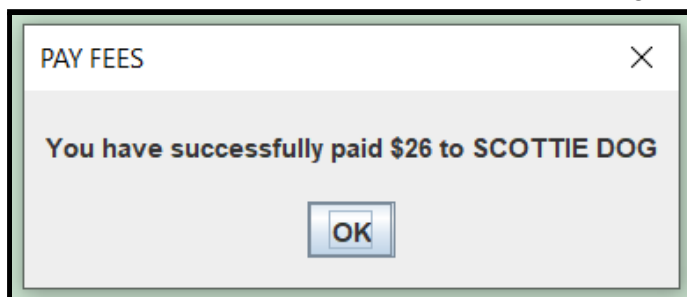
Pay Tax:

- 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
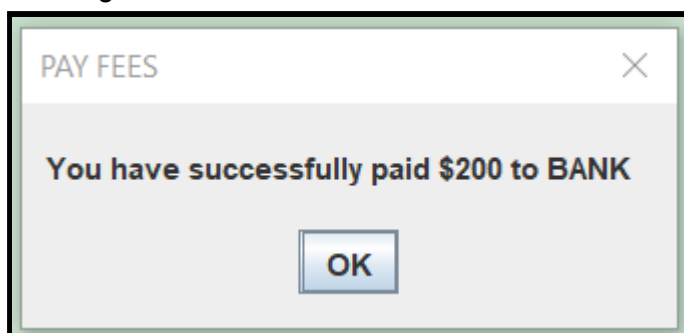
Sell:

- 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
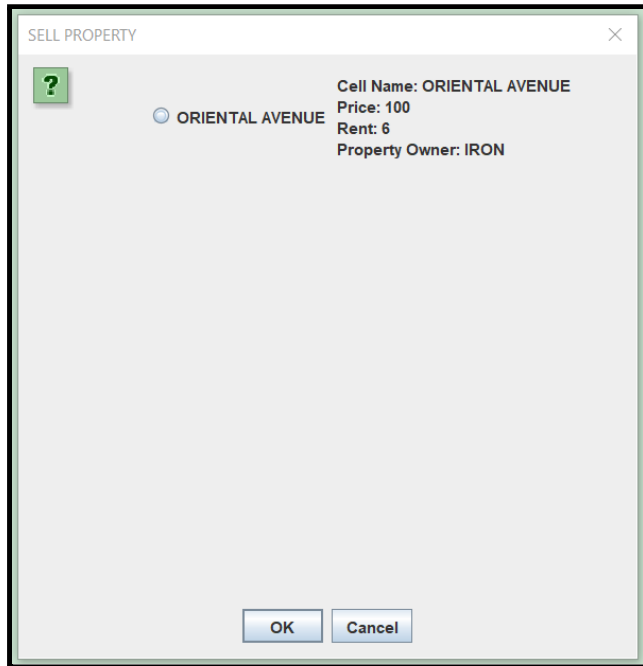
Build:

- A user can use the **Build** button once they own a property where house and hotels may be built
- The user may select which property to add a house and once confirmed, a house will appear on the property
- Once the user selects to build a house on one property 5 times, the property will have the houses replaced with a hotel and remove the option to add houses to that property
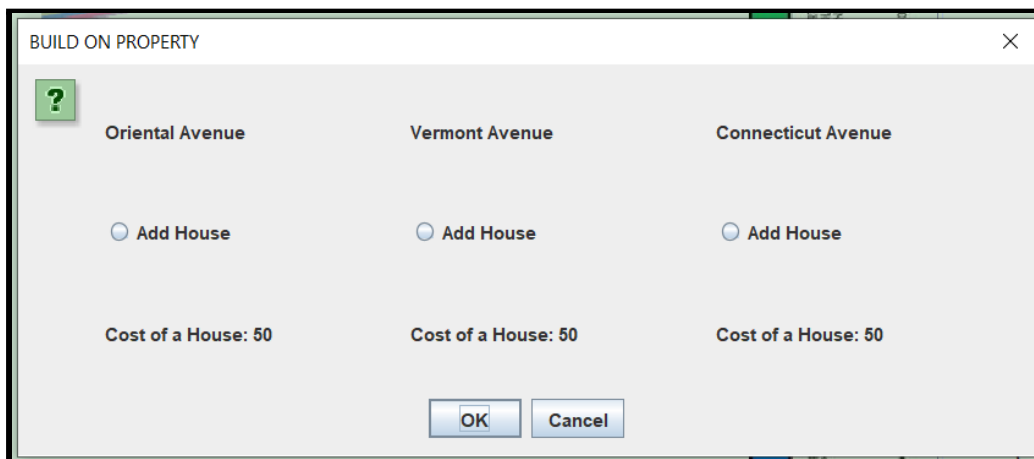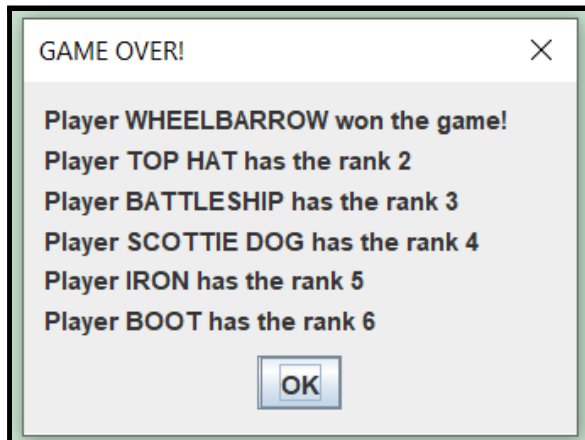

AI Players:

- As instructed above, the user can select AI players at the game initialization. The AI players will make decisions and play the Monopoly game.

Ending the Game:

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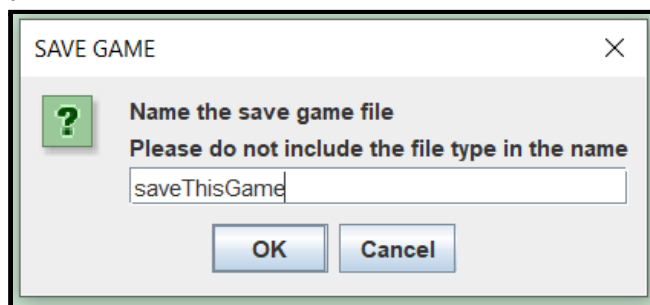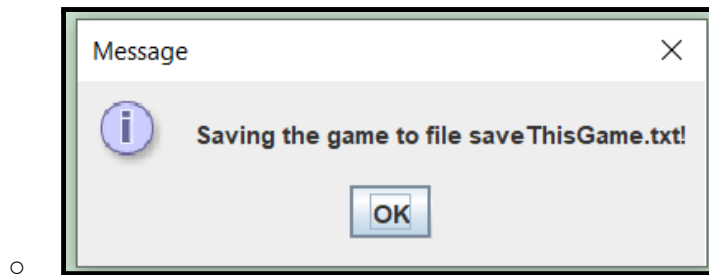
```
GAME OVER!                            ✕

Player WHEELBARROW won the game!
Player TOP HAT has the rank 2
Player BATTLESHIP has the rank 3
Player SCOTTIE DOG has the rank 4
Player IRON has the rank 5
Player BOOT has the rank 6

              OK
```

Saving Game Progress:

- If there is not currently a game in progress, the option to save the board will not available
- If a user would like to save the progress of a game, direct to **File>Save Board**
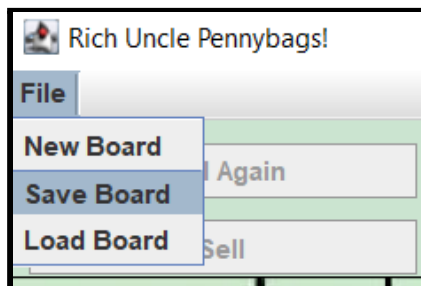
```
Rich Uncle Pennybags!

File

New Board
                    Again
Save Board
Load Board       Sell
```
  -
- The user will be prompted to choose the filename of the saved game. Please exclude the file type from the textbox.

```
SAVE GAME                                 ✕

  ?    Name the save game file
       Please do not include the file type in the name
       saveThisGame

            OK        Cancel
```
  -

Loading Game Progress:

- If a user would like to load a previously saved game, direct to **File>Load Board**
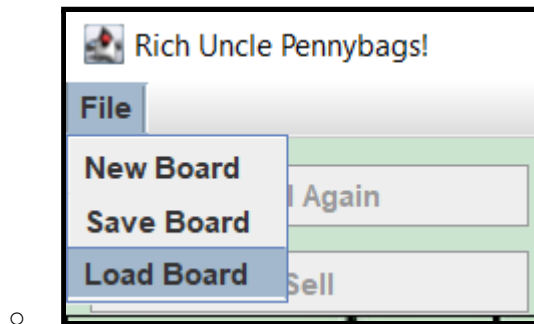
- Select the game that the user would like to load from the list of previously saved games.