|  |  |  |
| --- | --- | --- |
| Functional | Non-Functional | Domain |
| The game shall allow a minimum of two players with a maximum of six. | Board spaces shall consist of “pot luck”, “opportunity knocks”, “free parking”, “jail” and or a specific instruction to be carried out. | The game shall be fun and reflect the spirit and character of the original game. |
| Each player shall be given £1,500 at the start of the game. | A player should be allowed to choose their token | The game should be able to run on Windows and Mac OS. |
| There should be a minimum of 6 token styles | There should be a minimum of 6 token styles |  |
| One player shall be designated as the banker at the start of the game. (**AUTOMATED)** | There should be more than 6 token styles for players select. |  |
| The bank shall have a total of £50,000 in cash. |  |  |
| Players may not borrow additional money from the bank. |  |  |
| Players may trade game assets with the bank. (property, houses, hotels)(get out of jail cards and tokens have no in game value) |  |  |
| Player shall only be able to trade assets during their turn. |  |  |
| The cards within “pot luck” and “opportunity knocks” shall be ordered randomly at the start of the game. |  |  |
| There shall be two dice objects. |  |  |
| Players shall only move clockwise round the board. |  |  |
| At the start of each turn, players shall roll both dice. |  |  |
| If both dice show, the same value players shall roll the dice again. |  |  |
| If a double is rolled three times in a single turn player shall go to jail. |  |  |
| When the player token land on the “pot luck” space they shall take a card from the top of the “pot luck” pile. |  |  |
| When the player token land on the “opportunity knocks” space they shall take a card from the top of the “opportunity knocks” pile. |  |  |
| When a “pot luck” or “opportunity knocks” card is completed the card shall be placed on the bottom on the corresponding pile |  |  |
| A Player shall not buy property until their token has completed one whole circuit of the board |  |  |
| When a player token passes the go space the bank shall give £200 to the player |  |  |
| A human player shall have the option to withdraw from the game at any point. |  |  |
| An AI player shall only leave the game when they are declared bankrupt. |  |  |
| A player shall only be able to purchase property initially from the bank. |  |  |
| All players shall be able to bid for a property that has not been bought, if they are not in jail. |  |  |
| If a property receives zero bids then it remains unsold. |  |  |
| A player shall pay rent if they land on another players property |  |  |
| The base rent doubles if a player has all the properties of the same colour set. |  |  |
| If a property is improved with houses or hotels, the rent increases accordingly. |  |  |
| A player shall have to sell assets if they are unable to pay rent due. |  |  |
| A player shall leave the game and declare bankruptcy if they are unable to pay any rent due. |  |  |
| A player shall not be able to borrow or lend money to any players or the bank. |  |  |
| Players shall only be able to improve property during their turn. |  |  |
| A property can only be improved if the player owns all the properties of the same colour set. |  |  |
| A player shall only be able to sell property to the bank for its original value shown on the card. |  |  |
| A player shall only be able to sell houses and hotels to the bank for its original value shown on the card. |  |  |
| When developing houses within a set of properties the difference of houses shall not be more than one, where a hotel is equivalent to 5 houses. |  |  |
| A player shall only be able to develop a maximum of one hotel on an individual property. |  |  |
| When a player mortgages a property, no rent shall be collected. |  |  |
| When a property is mortgaged, the bank will only pay half the value shown on the card. |  |  |
| All fines paid shall be accumulated in the middle of the board. |  |  |
| When a player lands on a free parking spot they collect all the accumulated funds at the centre of the board. |  |  |
| A player shall have an option to pay £50 to be released from jail, or be able to use their “get out of jail free” card. The fine shall be added to the free parking fines, or subsequently lose two turns where no rent is collected. |  |  |
| When a player is released from jail they shall go to the “just visiting” spot and their turn ends. |  |  |
|  |  |  |
|  |  |  |
|  |  |  |