

The Monopoly City

Application Flow & Specifications Of Requirements

- User is asked to prompt username
- User is asked how many players are going to attend to the game.
- User is asked to determine whether s/he intend to play with iteration or not.
- If user chooses the no iteration way, game will last till the last player left in the game.
- User is asked to prompt initial money (before the input our initial money is 200 000
- In order to determine the first player and others order, user is asked to press any button to roll dice. Afterwards, order will be announced from command line.
- Depending on the block type, players will be faced with some conditions. These conditions are:
- If player lands on GoPrison block, without any interaction user will be wait for others to finish their process.
- If player lands on VisitPrison block, player needs to pay to penance to be able to avoid from prison. If user does not have enough money, user will be derailed from playing 3 rounds. In addition, player may ends up in prison if s/he gets doubles three times in a row.
- If player lands on incomeTax bloc, player needs to pay ten percent of his/her current money to Bank.
- If player lands on luxuryTax block, player needs to pay predefined amount of money to Bank.
- If player lands on any area has no owner, player needs to decide whether s/he is willing to purchase this area or not. If player decides to purchase the area player needs to pay the price to the bank and player gets deed for this area. If the are has an owner, our player needs to pay the rentPrice unless s/he has rentExemption.
- RentExemption can be gained from freeParking block.
- There are 2 types of utility blocks such as WaterUtility, ElectricUtility,
- These blocks' price is 150 and when a player lands on these blocks, s/he needs to pay 10 times the face values.

Sunday, 26 November 2017

- Other type of block is RailRoad which has 200 price.
- If the player lands on RailRoad block , player needs to pay the dice's face value's 5 times plus 25 to the bank
- .At the end of the game - it can be max number of iteration or everyone goes to bankrupt except one last person
- - standings will be announced from command line and game will end
- Every user can build buildings on the area who owns.
- First of all user can build a house. After s/he builds one home to every area that s/he owns, s/he can build one more house.
- Maximum three houses and one hotel can be built on an area.