

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 is intend to play with iteration or not. (This iteration doesn't have the reply for N answer, because it will be implemented in third iteration.
- 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.
- After starting game, every one in the game receive Beginning payment which is 200000 Turkish Liras.
- Depending on the block type players will be faced with some conditions. These conditions are:
- If user lands on visitPrison block, without any interaction user will be wait for others to finish their process.
- If user lands on goPrison block, user needs to pay to penance to be able to avoid from prison. If user doesn't have enough money, user will be derailed from playing for 3 rounds. In addition, user may ends up in prison if he/she gets doubles three times in a row.
- If user lands on incomeTax block, user needs to pay ten percent of his/her current money to Bank.
- If user lands on luxuryTax block, user needs to pay predefined amount of money to Bank.
- If user lands on any area and area has no owner, user needs to decide whether he/she is willing to purchase this area or not. If user decides to purchase the area user needs to pay the price to the bank and user gets deed for this area. If the area has an owner, our user needs to pay the rentPrice unless he/she has rentExemption.
- If user lands on freeParking block, user obtains rent exemption for one round.

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- At the end of the game (iteration is reached to max number) all users will be ordered in console regarding to their money status and winner will be declared.