

The Monopoly City

Application Flow & Specifications Of Requirements

- User is asked how many players are going to attend to the game.
- Asking for IDs of players.
- Press any key to roll dice to determine who is the first.
- A profile platform will appear for each user who has the turn after a clean, which will include username, total currency, luck cards, areas owned.
- There will be an action bar at the bottom of the screen waits for an input to roll dice.
- If the user is on an area, user will be asked if s/he will buy this area or not. If area is owned by another user, then user will have to pay a rent. If the area is already user's, then you can also build some building (house, shop, skyscrapers for different amount of costs).
- If the user is on the luck area, then take a luck card according to a queue structure.
- If the user is on revenue tax, then s/he will have to pay a tax if s/he has a shop.
- If the user is on construction permission, then s/he has two options: s/he can build a park to his/her own areas to prevent his/her area lose its worth, or s/he can build a dump to another user's area to decrease area worth.
- If the user is on prison, then user will be punished for 2 turns. User still can attend to auction, buy/sell areas and buildings.
- If the user is on auction broker, then s/he can sell an unowned area with auction.
- If the user is on free car park, then s/he receives exemption of paying rent.
- If a user buys all pieces of same municipality, then s/he can build executive buildings. (stage 3 or 4)
- If a user goes bankrupt with another user, then corresponding amount of areas or buildings goes to that user and rest of his/her properties are being sold in auction to other players.

