REQUIREMENT SPECIFICATION

Vision:

This game is going to be played on a board which contains 40 square and could be played by 2 to 8 players. We basically design a trade game and we implement all decisions which taken by computer and we will simulate this.

Problem statement:

1) The game is taking the number of the players and the name of the players directly when it start.
1) Each player starts with 1500 tl-usd.
2) Each round will be played by each player.
3) Each player can move only in their turn and they are doing this with rolling dice.
4) When a player pass or land on the starting point, that player must be awarded by 200 tl-usd.
5) The game is continue until just one player wins.

Scope:

The player just can supply the name of the players and number of the players. Because this game is simulated one which means all the decision, all the choices are going to be done by computer interface.

System constraint:

This game is going to played on command line. We are using arraylist to store object cause we thought that it could be easier to reach them and we can put them on just one list. We build the round system with two loops first one is the number of the round and second one is the number of the player. That means the round will continue until every player finish their turns.

Stakeholders:

1) Murat Can Ganiz(professor)
2) Berna Altınel(teach assistant)
3) Mustafa Abdullah Hakkoz (programmer)
4) Deniz Arda Gürzihin(programmer)
5) Erman Kundakçıoğlu(programmer)

Glossary of Terms (Alphabetically listed):

Observer: A person indicates player informations and starts the game. After the person will watch the simulation until completion.

Use Cases:

1. Observer executes the code by Command Line.
2. Monopoly displays welcome message and wants number of players and their names.
3. Observer enters relevant informations.
4. Monopoly validates player informations and starts to simulate a game.
5. Monopoly displays player locations and money for each round.
6. Monopoly displays the winner.

Alternatives:

2. a) Monopoly detects that player number is not between 2 and 8.

2. Observer is asked to re-enter player number.