Project Report For

Monopoly Board Game

TEAM MEMBERS

Furkan Nakıp (github/furkannkp)

Furkan Kerem Eyisoy (github/keremeyisoy)

Egemen Doğuş Aktürk (github/egemenakturk)

ABOUT THE MONOPOLY BOARD GAME

Monopoly is a board game where players roll two six-sided dice to move around the game-board buying and trading properties, and develop them with houses and hotels. Players collect rent from their opponents, with the goal being to drive them into bankruptcy. Money can also be gained or lost through Chance and Community Chest cards, and tax squares; players can end up in jail, which they cannot move from until they have met one of several conditions. The game has numerous house rules and hundreds of different editions exist, in addition to many spin-offs and related media; Monopoly has become a part of international popular culture, having been locally licensed in more than 103 countries and printed in more than thirty-seven language

ABOUT THE PROJECT

Requirement Specification Vision and Scope

The goal of this project is to create a Java based object oriented implementation of the Monopoly Board Game. The game will be played by very simple AI. The game will run as a simulation but some paramaters are going to taken from the user.

Developer team of this project contain three members.

Furkan Nakıp - 150115032

Furkan Kerem Eyisoy - 150116035

Egemen Doğuş Aktürk – 150116060

The project contain 3 step. It will change and developed in each iteration.

System Constraints

Project will run on any Java based platform.

Project will run as a simulation on any device which Java Runtime Enviroment installed.

Stakeholders

Murat Can Ganiz (Customer)

Berna Altınel (Customer)

Glossary Of Terms

Board – Playground contain 40 different type squares

Cash – Game money for a players

Die – Creates random number between 1-6 in each turn for players

Monopoly Game – A board game can be played between 2-6 players with a dice

Piece – An object which defines every player icon and location

Player - A user which plays the game

Square – A spot has a unique type which contains in board

Core System Functionalities

Step 1

- Iteration and player numbers are getting from a user

- Observers are getting informed in console at each turn

-The simulation will stop after given iteration number.

Technologies And Control Mechanisms

-IntellijIDEA

-Github

-Trello

Resources

www.wikipedia.org/wiki/Monopoly