Requirement Analysis Document

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#3Iteration

Introduction

This is a new application of the Monopoly game.The application was implemented in Java language.In that game JSON file was prefered as user interface.There is a game board which includes tax squares,jail squares,go square and purchasable squares.The game's main logic is that when a player bankrupts then the player lost the game and game ends when just one player left.

Rules of the game:

1- At the beginning of the game, each player rollers the dice. The player early registered to game starts first.
2- Income tax is a tile where the player is forced to pay money which is determined by system user to the bank.
3- Go square is the first tile where money paid to the player at every visit
4- Purchasable square is a tile which can be bought by player when square doesn't owned by any player if the player wants to buy and has enough money
5- Constructable square is a kind of purchasable square where player can build hotel or houses if he/she has enough money
6- If there are 4 houses in the constructable square and player have enough money to build hotel player can build hotel
7- There can maximum 4 houses or 1 hotel in a constructable square
8- Railway square is a kind of a purchasable square which can not be constructed any building in there
9- If a purchasable square was bought by any player. Other users must pay rent to the player which owned the square.The rent changes in terms of the square's type,building type and building count
10- Chance square is a tile that player draws card randomly
11- There are 3 type card; jail card, bonus card, haraç card
12- If player draws jail card then the player is sent to jail
13- If player draws bonus card then the player earns money
14- If player draws haraç card then player gives money
15- Jail square is a where player can not play as long as the player locates here
16- Player can leave the square iff dice's face values equal

System constraints:

1- Any Java based platform.
2- Can be runned as a simulation with consol input on any device that has Java Runtime Environment installed.

Stakeholders:

1- Murat Can Ganiz (Customer)
2- Serap Korkmaz (Customer)

Technologies & Control Mechanisms:

1- IntellijIDEA
2- Gitlab
3- Eclipse

Glossary of Terms :

1- Monopoly Game – a game which is played with two dies and 2-8 players.
2- Board – a playground including 40 squares.
3- Die – an object which creates random values between 1 and 6.
4- Player – a gamer who plays game by rolling the dies .
5- Square – a spot with one unique location and one and only one 1 responsibility.
6- Piece – an object that shows player's location