



# Requirement Analysis Document

**Project group members;**

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**#1Iteration**

## **Introduction**

This is a new application of the Monopoly game. The application was implemented in Java language. In that game command line was preferred as user interface. There is a game board which includes tax squares and regular squares. In every tax square player's balance decreases as much as tax amount. 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 rolls 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.

### **System constraints:**

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

### **Stakeholders:**

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

### **Technologies & Control Mechanisms:**

- 1- IntelliJ IDEA
- 2- Gitlab

### **Glossary of Terms :**

- 1- Monopoly Game – a game which is played with two dice 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 dice.
- 5- Square – a spot with one unique location and one and only one responsibility.