



Requirement Analysis Document

Project group members;

Serkan AYDIN,

Tarkan Batar,

Egemen Sağ.

#2Iteration

Introduction

This is a new application of the Monopoly game. The application was implemented in Java language. In that game JSON file was preferred 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 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.
- 3- Go square is the first tile where money paid to the player
- 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- If a purchasable square was bought by any player. Other users must pay rent to the player which owned the square.
- 6- Jail square is a where player can not play as long as the player locates here
- 7- Player can leave the square iff dice's face values equal

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
- 3- Eclipse

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.

