REQUIREMENT ANALYSIS DOCUMENT OF MONOPOLY GAME

REQUIREMENT SPECIFICATION

VISION

There are lots of board games for playing with friends. The most popular game is Monopoly. Our customers want a simulation of this board game. There must be only bots for this simulation. Bot number will be chosen by the system user. This simulation will continue until the last player remains.

PROBLEM STATEMENT

After system user enters the player number for the simulation, players will take turn, roll two dices, move on the board according to the sum of the dices' values and act automatically. They decide their actions with a predetermined decision. And the game will continue with original Monopoly Game rules.

SCOPE

-This system provides the ability to observe the results of a monopoly game without playing. Because the system is automatic, user gets the results faster.
-This system gives information about how game can result in different circumstances.

SYSTEM CONSTRAINTS

-The simulation can have 2 to 8 players.
-The system user enters the number of players in the game.
-The number of bot players entered star ts playing the game. No external intervention.
-Simulation should run from a command line. No GUI part for this simulation.
-Each player must wait until it's their turn.
-The dices are thrown once per turn.

STAKEHOLDERS

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

-Arda Bayram (Analyst / Developer)
-Ekin Nohutçu (Analyst / Developer)
-Metehan Ertan (Analyst / Developer)
-Minel Saygısever (Analyst / Developer)

GLOSSARY OF TERMS

Player : People who play the Monopoly
Square : Specified cells on the board
Board : Area, which has 40 squares, for play the game
Money : Money used for paying taxes
Dice : Two cube for playing the game
Piece : Objects for represent players
Tax Square : Players must pay fine when they come on that square
GO Square : Players take some money when they pass from this square

USE CASES

1. Each player will roll a dice.
2. According to dice values, they determine their turn.
3. Each player chooses their pieces in the game.
4. Each player takes determined start money by the system user.
5. The game starts from first player and continues with next players.
6. Each player rolls two dices and moves according to dices' sums. If two dice values are equal, then the player will roll dice again.
7. After moving step, if the player is on the tax square, he/she pay determined tax value.
8. If a player pass from the go square, he/she will take pass go money.
9. Each player applies same steps for their turns.
10. If a player does not have enough money to pay the tax, he/she will lose the game.

PRELIMINARY ESTIMATES

Activity	**Person-Hours**
Project design	6
Individual use case development (4 per use case)	40
	46 Total Hours(per person)