**Requirement Specification Document**

Vision:

We envision a simple monopoly game played by at least 2-3 players on a board of cities. This game is designed so that within this Object Oriented Software Design Course the concepts will be easy to understand.

Problem Statement:

This game is in real played so complex. The reason is that we integrated the computer environment with very easy way in order to understand more easily and see how objects and classes are interacted with one another. The board made up of 12 cities and 2 luck cards and 1 jail slot and 1 starting(Go) slot. At most 2-3 players can play the game and also players earn money by owning the cities. Also players can lose money by buying the cities.

System constraints:

* Will run within the command prompt

Stakeholders:

Murat Can Ganiz(customer, in our case instructor)