

Persona	As a(n)	I want	so that
Starting the game:	group starting the game,	a random player to be picked as the start person and an order of players to follow	
Starting the game:	starting player,	the bank to give me \$1,500 to start	
Visual	visual person,	a board that looks much like the real monopoly board	I feel like I'm really playing the game
Visual	visual person,	two dice to roll	
Visual	visual person,	a space marker	to see where on the board I am
Player turn	player,	two random numbers to be generated	I can determine the number of spaces to move
Player turn	player,	to move the number of spaces I rolled	
Player turn	player who passes GO,	to earn \$200.	
Player turn	player who lands on community chest space (3),		up a community chest card and perform its action.
Player turn	player who lands on a chance space (3),		up a chance card and perform its action
Player turn	player who lands on a tax space,		to pay tax to the banker
Player turn	player with properties,		to see what I own
Real estate owner	real estate owner,	to buy houses *(see rule change)	
Real estate owner	player who landed on an owned property,	to pay rent	
Real estate owner	player who landed on an unowned property,	to buy the property or not (with no penalty), if I have enough money	
Broke Player	player who doesn't have enough money to pay rent, but has houses,	to sell enough houses to pay rent	
Broke Player	player who doesn't have enough money to pay rent and has no houses,	to sell enough property to pay rent	
Broke Player	player who doesn't have enough money to pay rent and has no properties,	to be kicked out of the game	
Property Structure	player,	each property to have a set cost to buy, know how many houses are on the property, and rent based on the number of houses and hotels	
Property Structure	real estate owner,	there to be a maximum of 4 houses or one hotel on each property	
Player in Jail	player who is in jail,	to leave jail when I roll doubles or pay \$50	
More advanced	advanced player,		to trade with other players
More advanced	popular person,		to play with 3 friends for a 4 person game
More advanced	advanced player, I would like a richer experience with free parking (get money that has been collected from community pot)		
More advanced	advanced player,		to play against the computer for practice
More advanced	advanced player,	\$400 for landing on GO	
More advanced	advanced player,		to trade properties with another player

More advanced	advanced player,	a richer experience with the more complex chance and community cards (i.e. moving pass go without monetary reward)	
More advanced	advanced player,		to mortgage properties
More advanced	advanced player,	to have the monopoly tokens to represent players	
More advanced	advance player,	to go to jail after rolling 3 doubles in a row	
More advanced	advanced player,	to have to pay \$50 to get out of jail after 3 times of not rolling doubles	
More advanced	advanced player,	to have the money made from a utility increase if both utilities are owned	
More advanced	advanced player,	to have the money made from railroads increase if multiple railroads are increased	
More advanced	advanced player	to have a bank	there could be a restricted amount of money in the game