REQUIREMENT SPECIFICATION

Vision

The aim of the this game is to create a Java based object oriented implementation of Monopoly Game. Monopoly is a strategy game which players aim to be the richest one and have other players bankrupt at the end of the game.

The game will run on terminal where necessary parameters like name of player, number of players, and initial money are taken from the user.

Problem Statement

Monopoly game is played with 2-8 players. In game board there are 40 blocks and we define initially 4 types. Start block, go to jail block, jail visit block and default block. We will add more types of block for next iterations. For now in this form, players can only visit these 4 type of blocks.

In the first iteration of project, the game firstly ask user for name and total player number. After that it rolls dice for every player and determines the play order. Then, players roll dice for step size and they will move on the board. If some player goes to 'go to jail' block, player can't move for 3 turns and has to pay penalty money. Game also controls if any player pass the start block (is players completes board turn). If someone pass that block he/she will gain turn money but turn money only available for first 5 full turns.

Scope

The Monopoly Game will provide the following functionality:

- User is asked to prompt name.
- User is asked how many total player number between 2 and 8 players.
- User is asked what is the initial money.
- User is asked to prompt number of iterations.
- Dice is rolled for moving players.
- If user is on block, game will print the block and user name
- If user in on go to jail block, then user will be punished for 3 turns and user have to pay penalty money.
- At the end of game all users will be ordered in console with their money status when iteration is reached to max number.

System Constraints

- Will run within console in Intellij IDE.
- To work as a group on the same project , we use github.

Stakeholders:

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Glossary of Terms:

Block – contains places which can be visited/bought by user

Board – a board with 40 blocks

Die – an object which creates random values

Go To Jail – a block which causes penalties for players.

Game Manager – a game which is played on the board with two dice and 2-8 players.

Player – a user who plays the game

Starting Block – a block which index is 0.