# Monopoly game user manual

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After launching the game, the user sees the start window which looks like this: A screenshot of a game

Description automatically generated

It contains 3 buttons “Play”, “Load game” and “Exit”.

## Play

### Starting the game

If user selects “**Play**”, he will se the next window “Choose amount of players” which looks like this: A screenshot of a game

Description automatically generated

If he chooses “1” he will play alone with 3 bots, by choosing other options there will be selected number of real players and no bots. After making choice the user will be asked to enter names of real players int the dialog window. It looks like this: A screenshot of a computer

Description automatically generated

After inputting names the user will see Game window which looks like this: A screenshot of a game

Description automatically generated

To start a game, he needs to press the green button “Start Game”, after pressing, the game will be started.

### Throwing dices

A green rectangle with white text

Description automatically generatedIf it is player’s turn he will be asked to throw dices and he need to press button throw dices which looks like this.

### Standing on the cell after throwing dices

A green and white rectangle with white text

Description automatically generatedIf player stood on property cell which has no owner he can choose whether he wants to buy it or no. If player stood on property cell he needs to pay rent to the owner of this cell. If player needs to pay rent or fee he needs to press button “Pay” which looks like this:

### Showing info about cell

A screenshot of a computer screen

Description automatically generatedIf player wants to read some info about cell he can press on the rectangle with price of cell or price of rent which is placed near the cell and he will see something like this:

### Pledging and upgrading property

A screenshot of a computer

Description automatically generatedIf player opens window with info about cell and this property cell belongs to this player he will see in this window button “Pledge” or “Buyout” it looks like this:

If player owns the whole street he will also see button “Upgrade”

### Making deals

A black and green screen with green text

Description automatically generatedIf player wants to make a deal with another player he needs to wait for his turn and before throwing dices press on the another player’s name and he will see this picture:

He needs to press “Make a deal” and after in the opened window he can input how much money he wants to give and get. To add property into the deal he needs to press on the property cell on the gameboard (this property cell needs to belong to one of participants of the deal) and it will be added to the deal.

### Saving game

After sending the deal, second player needs to accept or reject the deal in opened window.

A blue and white floppy disk

Description automatically generatedBy pressing this button player can save the game

### Configuring game

A black and white image of gears

Description automatically generatedBy pressing this button the player can configure game:

After pressing he needs to choose what he wants to do (add money to player or take money from player), after choosing, he needs to input the name of player whose money he wants to change and input amount of money. **Warning**: in case of taking money of player, you can’t take more money from player than he has.

### A red text on a gray background Description automatically generatedLogging

By pressing this button he can configure logging:

If the text of the button is “LOG” there is currently logging.

If the text of the button is “NO LOG” there is currently no logging.

## Loading game

If player selects “Load game” in the Start window he will see dialog window like this: A screenshot of a computer

Description automatically generated

where he needs to choose json file with game which was saved before.