

## Requirement Specification Vision

We envision simulation of Monopoly Game. System will include observer. Observer wants to observe the outputs of the game simulation. Observer will give the number of players and start the game simulation. Game will produce outputs on console.

## Problem Statement

Monopoly has a lot of different squares. Every square has different attributes and operations for players and board.

## Scope

Squares created by board and squares may have different attributes and an operation method. Every player has a money attribute. Special squares effect player's money. Players will go bankrupt if their money is 0. Jail situation locks player's movement. They have to roll double dice for exit.

## System constraints

Game is a simulation.  
Number of Rounds is determined by system.  
Rolling dice is be controlled by system.

## Stakeholders

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## Glossary of Terms (Alphabetically listed)

Jail: Jail system for every player under some conditions

Special Squares: Squares which have different operations

Regular Squares: Squares which have no operation

Free Parking Square: No operation square

Luxury Tax Square: Players have to pay 75\$ to bank at this square

Jail Square: If the player is in jail, his/her location is jail square

Income Tax Square: Players have to pay %10 of his/her ownings as tax to Bank at this square

Go To Jail Square: Players go to jail at this square

Go Square: Players gain 200\$ if they pass from this square

## Use Cases

Actors: System

1. Every special square has a unique location index and operation method
2. If the player moves to these special squares, operations will be run on the player
3. Regular squares have an empty operation method, players only waits for next round
4. Free Parking Square has an empty operation method like regular squares, players only waits for next round
5. On Luxury Tax Square, players have to pay 75\$ as tax to Bank
6. On Income Tax Square, players have to pay %10 of their ownings as tax to Bank
7. Go Square is start square of board, and every passes from its location gives 200\$ to players
8. Players have to go to jail if they are on Go To Jail Square
9. If players rolls dice three times as double or lands on Go To Jail Square, enter Jail situation.
10. Players which are in Jail, have to roll double dice and pay 50\$ to Bank for exit from Jail.
11. If players can not roll double for three turns, they will exit and roll dice for moving.