MONOPOLY GAME PROJECT

ITERATION#1

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REQUIREMENT ANALYSIS

**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 is actually so long game. However we will create simulator and Game will last seconds. Players in Real Game plays some restrictions like Money but we will create ranking line. Players will play their game with the same ranking in determined round numbers. In Real Game players roll their dice but in simulator system rolls the dice for each player.

**Scope**

Game is a simulation so almost everything is determined by software.

Observer only enter the number of players at the start of game and start the play. Attributes of player will be determined in software. For instance piece of player will be determined by it and system will roll the dice not a player.

**System constraints:**

Game is a simulation.

Number of Rounds is determined by system.

Rolling dice is be controlled by system.

**Stakeholders:**

Murat Can Ganiz (Customer)

Sümeyra Gülsoy (Analyst/Developer)

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**Glossary of Terms (Alphabetically listed)**

Square: Each area in Board -40 square in a Board

Board: All squares are be included by Board

Piece : Represent the player on Game Board

Die: System rolls the dice after each player takes turn

Player: Introduce player attributes like location,piece,name

MonopolyGame : Set the game.

**Use Cases**

Game is simulation.

Actors: Observer, System

1. Observer enter the number of players.

2. System wants to enter name of players from observer

3. Observer starts the Game.

System will turn the game with rules in code. These actions are

1.System assign a piece each of player

2.Players are created with a piece,name and at Square0(Go Square)

3.Round 1 starts with first player and system rolls the dice for first player

4.Piece of first Player moves as a total number of facevalue of dices on the board and next player takes the turn. This process go on end of last Round.

5.Game is completed.