REQIREMENT ANALYSIS DOCUMENT

Requirement Specification

<u>Vision</u>

Monopoly is a board game that represents business men and their properties including their balances. The number of players must be between 2 and 8. In the game, players rolling two six-sided dices to move around the board to buying and trading properties, and developing them with houses and hotels.

The main object of players is to own as much property and to be the richest person. Any bankrupt player is disqualified from the game. The last remaining player wins the game.

<u>Scope</u>

Monopoly game will provide

- 40 squares that includes jail, taxes and start square for first iteration.

- At the beginning of the a certain amount of money is given to the players.

- Players are moving by tossing dices. There is no property in the first iteration, so there is no selling lor buying option.

    - If a player comes to the tax square, he/she pays a certain amount of tax.

    - If a player passes from the start square, he/she receives a certain amount of money.

    - If the player rolls double dice, he/she rolls again. If he/she rolls double three times in a row, he can't play, the turn passes to the next player. (No jail option in the first operation.)

    - If a player comes to the jail square, nothing happens in the first square.

- If a player's money becomes less than or equal to the 0, he/she will bankrupt.

- The game continues until 1 player remains. The last remaining player who is not bankrupt wins the game.

System Constraints

GUI part is not included. The required information messages are displayed on the console. To be able to run the Monopoly application JDK must be installed.

Stakeholders

Murat Can Ganiz – Customer

Ahmet Faruk Çolak - Project Manager, Analyst/Programmer
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Glossary of Terms

- Dice: The object which is used to get two random number between 1-6.

- Board: Where the game is played. It has 40 squares on it.

- Jail: The square that prevents the player from moving.

- Go To Jail: The square that caused the player to g oto jail.

- Piece: The mascot which represents the player and moves on the board.

- Square: The abstraction for propertires etc..

- Tax Square: The square that causes the player to pay a certain amount of money to the bank.

- Start Square: The square where players start the game and receive a certain amount of money for each pass.

Use Case

User runs the application

- At the beginning, the program takes inputs from a txt file.

- Every player tosses a dice to decide the playing order.

- Each player plays sequantially based on the dices he/she tosses and moves on the board.

- Based on the square type that player went, his/her balance is updated.

- A cycle is completed when all the players are played. They play in same order in the next cycle.

- If a player loses his/her all money, he/she will be bakrupt and disqualified from the game.