

CSE 3063 OBJECT ORIENTED PROJECT # 1

Monopoly Game

Requirement Specification

Vision: We plan to make a monopoly game system which will run as a simulation. This is a software version of the game. The user will start the game and specify the number of players on simulation. Then the user will watch the game until it is completed. During this time, the game will show actions of simulated players.

Problem Statement: In this project, monopoly game implementation will be developed. This game is a simulation where players roll two six-sided dice to move around the game-board. This will be just a simulation; therefore it does not involve whole game requirements such as we do not need to handle with bankruptcies, house rules, etc.

Scope: Monopoly application. The game plays by the similar rules as the standard board game. Also, it will provide a person to begin the game by indicating number of players.

System Constraints:

- Provide only text trace mode
- No use of graphical user interface
- No use of bankruptcies, house rules
- Money cannot be gained or lost through Chance and Community Chest cards
- Two or eight number of players can play
- Forty squares on the board
- Players turn around squares on the board the board as clockwise

Stakeholders:

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Glossary of Terms (Alphabetic listed):

Board: A place which the game is played on.

Dice: A pair of six-sided dice.

Observer: A person starts the game and specifies the number of simulated players.

Player: A person who is simulated to play the game.

Square: Part of the board provides the players land on.

Use cases:

- Observer run the program
- Observer specify the number of the players
- The game is run as computer simulation

- During simulation players roll the dice
- Program print the face values and sum of them
- Players move forward on squares as sum of the values of faces
- Program print the location of player
- When each player move forty squares, iteration will be completed