VİSİON

We want to make a monopoly game project. The reason we do this project is to develop a game simulator which based on willingness in object oriented programming. As we develop this project , we will learn about different software development process models. In this project we will act according to the requests of the customers and apply then at different time intervals and make new additions.

PROBLEM STATEMENT

Although there is a lot of monopoly playing in real life , there are some troubles about this game .

At first we should talk about the cost. It is sold as expensive in the game market. So people can not play. In addition , manufacturers implament some sales strategies. For example , adding small innovations to the game , forcing customers to buy a new Monopoly game. Another problem is making the game playable. This process can cause energy and time loss.

SCOPE

This Monopoly game project will provide the following functionality:

-The cost of production is low because it is virtual.

-Whenever a new plugin is added to the game , the software can be changed so then we can add it to the games software.

-For developers who are going to make new additions to the game , the software should be simple and readable.

SYSTEM CONSTRAİNTS

Instead of having it in the game user interface , the player will be notified of the instant information of the players through the console turn by turn .

STAKE HOLDERS

Murat Can Ganiz (customer)

Faruk Furkan ŞİŞMAN (student)

Barış AVİNCAN (student)

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GLOSSARY OF TERMS

Board - The surface on which you play a board game. Also referred to as the game board.

Dice - A polyhedron with numbered sides that generates random result in a game. The six sided die is he most commonly used , but roleplaying games popularized the use of different sided dice. The plural is "dice" , and singular is "die".

Piece - Usually in the game representatives of the players in a board game , but sometimes game pieces represent equipment or other items like money . Also referred to in various as bits , counters , meeple , moves , pawns or tokens.

Player - Someone who plays game.

Square - A square is a unit or a game board , usually with distinct border.

USE CASE

1-) The user enters the number of players.

2-) The user also enters player names.

3-) The user starts the game and for the first iteration , the game continues for a set of number of rounds and the players information is communicated through the console to the user.