



T.C.

**MARMARA UNIVERSITY
FACULTY of ENGINEERING
COMPUTER ENGINEERING DEPARTMENT**

Requirement Analysis Document

Title of the Project
MONOPOLY GAME IN JAVA



Group Members

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Requirement Specification

1. Vision

We envision to simulate a Monopoly Game. Thus, the users can manage their money, estates, income, etc, they can get rich and forcing opponents into bankruptcy like in real life.

2. Problem Statement

About Monopoy

Monopoly is a board game where players roll two six-sided dice to move around the game board, buying and trading properties, and developing them with houses and hotels. Players collect rent from their opponents and money can be gained or lost through Chance and Community Chest cards, and tax squares; players can end up in jail, which they cannot move from until they have met one of several conditions ^[1].

Rules of Monopoly

- Each player has 1,500 Monopoly Money at the beginning of the game.
- Two dice are used to actions.
- Each player tries to toss the dice and the highest roll of the dice goes first.
- The players can buy the lands and take money from the other players as rent
- The players act according to instrucion of squares.
- The players can get send to jail.
- If a player in jail, he/she must roll odd number or pay the fine to exit.
- The user can gain or lost through chance cards.
- A player goes bankrupt when he or she doesn't have enough cash or assets to pay the bank or another player^[2].

In this project, we will study on implementing the Monopoly as a simulation. The goal of our game is clarifying the winner according to rules of the game. We will try to obtain the game at 3 iterations and add new functionalities in each iteration.

3. Scope of the Project

As a first step of 1st iteration of project we provided to run the game for specific players which are taken from the user. At 2nd iteration we added to clarifying the initial money amount according to request of the user.

And also the players can earn money going IncomeSquare, lose it in TaxSquare and balance their money in CommonSquare

Buying or purchasing features are not in our second iteration scope.

4. System Constraints

Will run as a console application, there is no need to additional software to be installed except the Java IDE. Allow up to 8 players to play maximum, 2 players minimum.

Will provide the current state after each iteration, the finishing scores, winners and losers of the game

5. Stakeholders

Murat Can Ganiz (Customer)

Erhan Turhan

Fırat Çetiner

Kübra Dağ

6. Glossary of Terms

- **Monopoly Game:** Monopoly, real-estate board game for two to eight Players.
- **Monopoly Money:** It can be gain or lost through landing and renting.
- **Dice:** Players roll two six-sided dice.

- **Game Board:** The Monopoly game-board consists of forty squares which have different functionalities.
- **Hauses/Hotels:** Players can buy houses and hotels.
- **Chance Cards:** These cards can provide to gain or lost Money.
- **Players:** The game can be played with at least 2 and at most 8 people.
- **Jail:** If a player is in jail, they do not take a normal turn and must either pay a fine of \$50 to be released.
- **Square:** A physical unit of brogress on the monopoly gameboard delimited by a distinct border.
- **CommonSquare:** In this iteration this square jsut give the type of square as CommonSquare.
- **TaxSquare:** If the player locates on TaxSquare,he/she must pay 10 monopoly Money.

REFERENCES

1. <http://www.wikizeroo.net/index.php?q=aHR0cHM6Ly9lbi53aWtpcGVkaWEub3JnL3dpa2kvTW9ub3BvbHlfKGdhbWUp>
2. <https://entertainment.howstuffworks.com/leisure/brain-games/monopoly2.htm>