



**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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**Supervised by**

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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 Monopoly**

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 <sup>[1]</sup>.

#### **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 instruction of squares.
- The players can get sent to jail.
- If a player is in jail, he/she must roll odd number or pay the fine to exit.
- The user can gain or lose 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<sup>[2]</sup>.

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 the project we planned to run the game for specific players which are taken from the user. The game will be end when one of players firstly tours around the game board 10 times.

The money making, using chance cards, buying or purchasing features are not in our first iteration scope.

After the end of 3 step we aim to implemet all above rules of the game.

### 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. Steakholders

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.

## REFERENCES

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