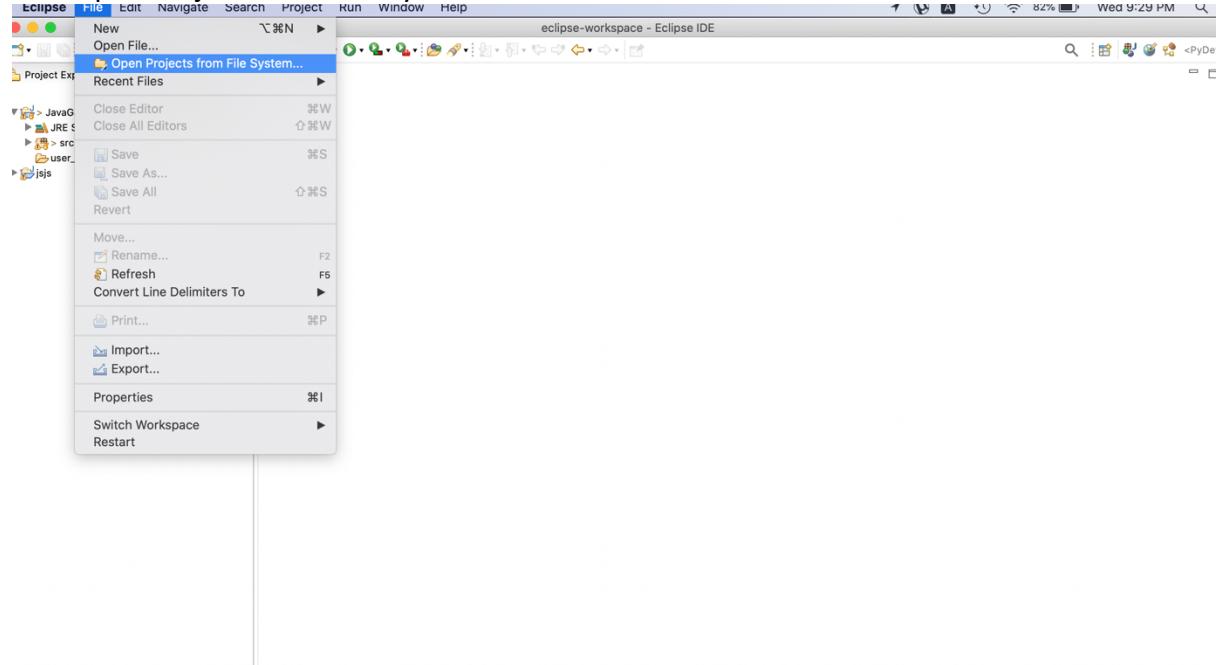


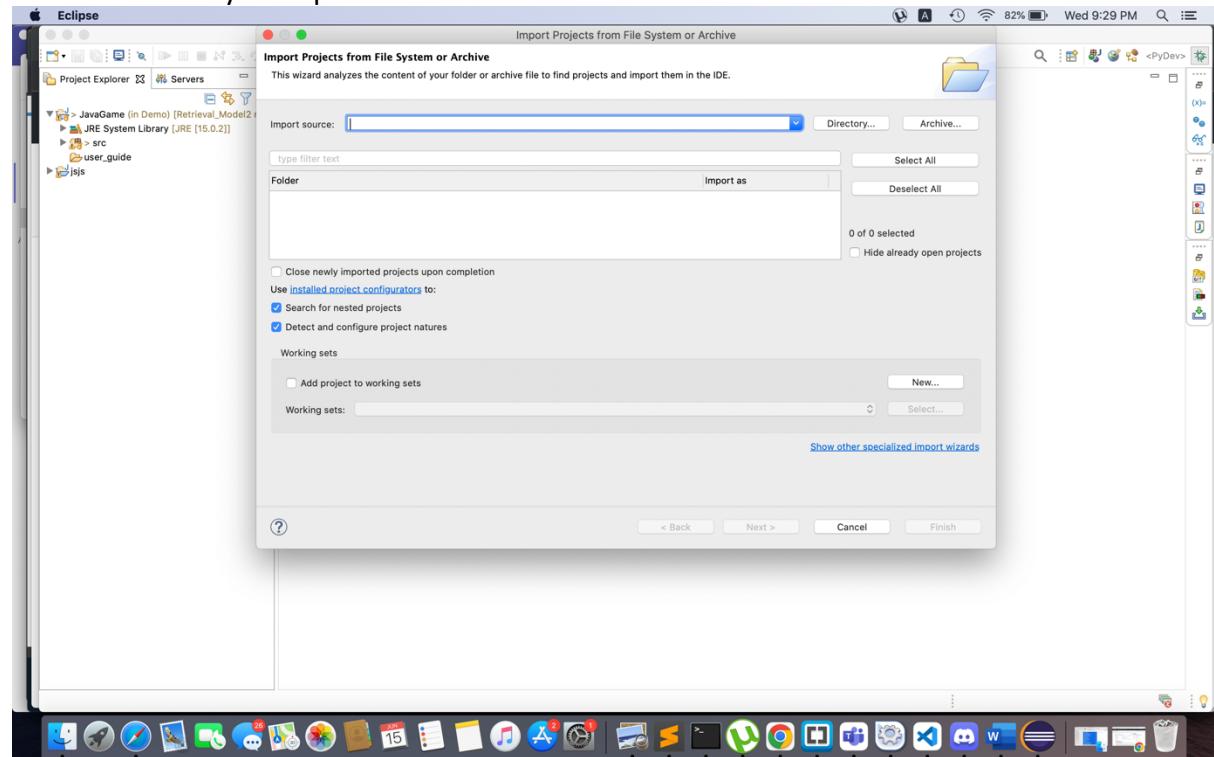
## User Configuration manual

Download the project from the GitHub and import to eclipse IDE

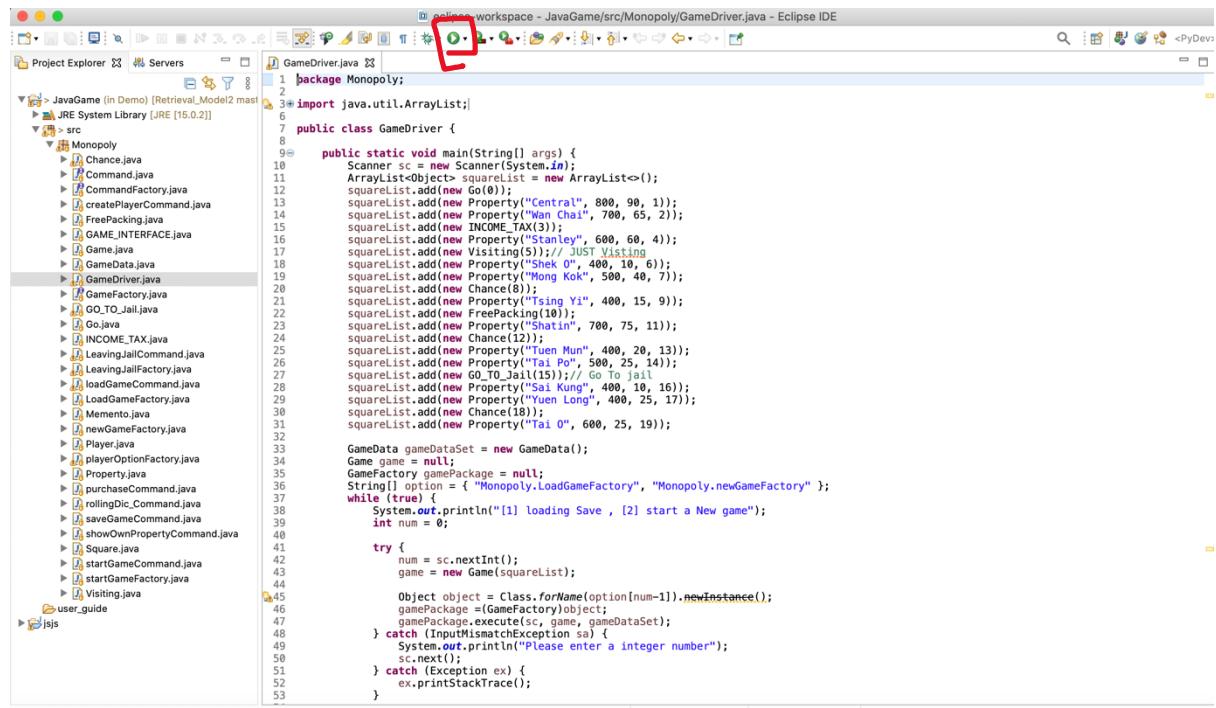
File>Open Projects from File System



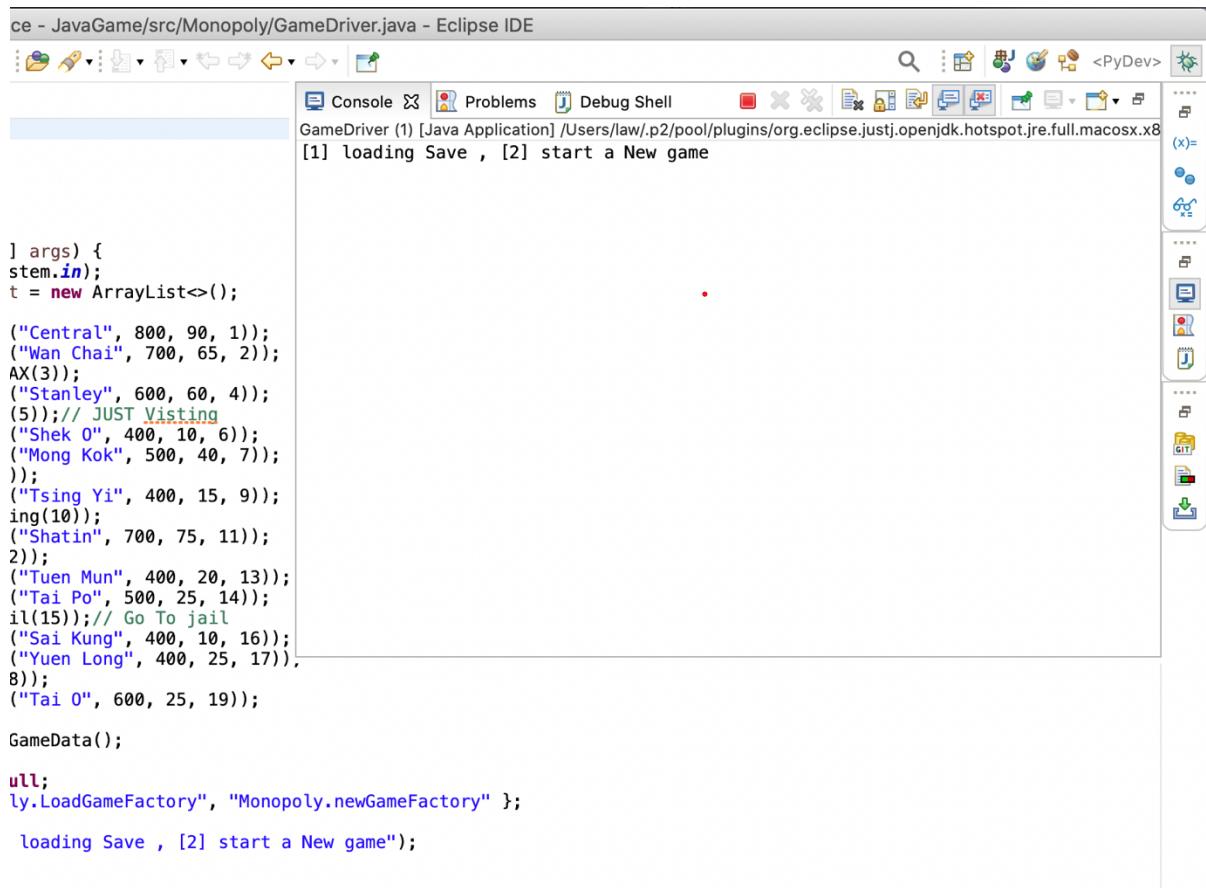
Click on directory to imported download folder > Finish



Click on GameDriver.java to run the code



```
package Monopoly;
import java.util.ArrayList;
public class GameDriver {
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        ArrayList<Object> squareList = new ArrayList<>();
        squareList.add(new Property("Central", 800, 90, 1));
        squareList.add(new Property("Wan Chai", 700, 65, 2));
        squareList.add(new INCOME_TAX(3));
        squareList.add(new Property("Stanley", 600, 60, 4));
        squareList.add(new Visiting(5)); // JUST Visiting
        squareList.add(new Property("Shek O", 400, 10, 6));
        squareList.add(new Property("Mong Kok", 500, 40, 7));
        squareList.add(new Chance(8));
        squareList.add(new Property("Tsing Yi", 400, 15, 9));
        squareList.add(new FreePacking(10));
        squareList.add(new Property("Shatin", 700, 75, 11));
        squareList.add(new Chance(12));
        squareList.add(new Property("Tuen Mun", 400, 20, 13));
        squareList.add(new Property("Tai Po", 500, 25, 14));
        squareList.add(new GO_TO_Jail(15)); // Go To jail
        squareList.add(new Property("Sai Kung", 400, 10, 16));
        squareList.add(new Property("Yuen Long", 400, 25, 17));
        squareList.add(new Chance(18));
        squareList.add(new Property("Tai O", 600, 25, 19));
    }
}
```



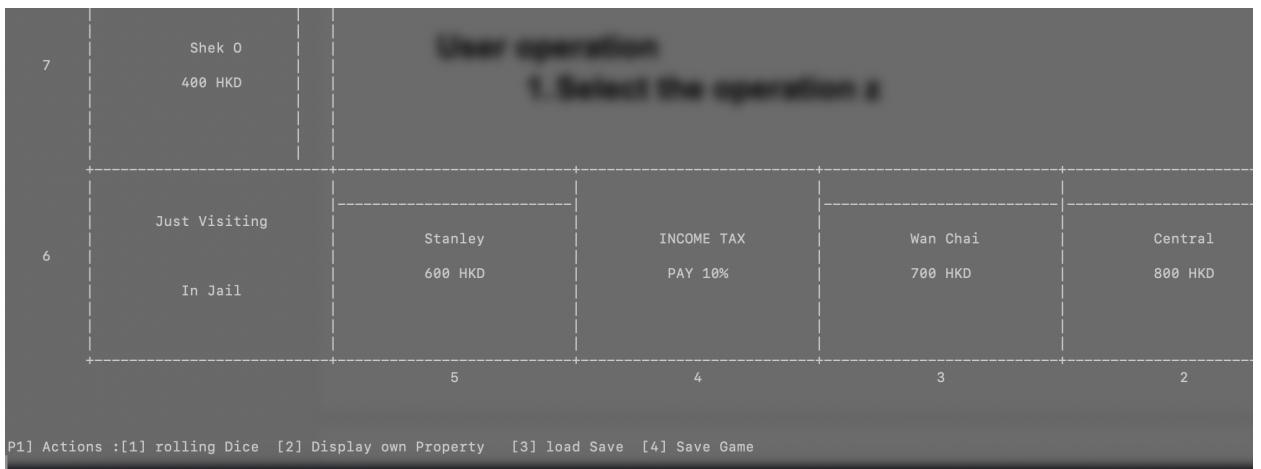
```
args);
stem.in);
t = new ArrayList<>();
("Central", 800, 90, 1));
("Wan Chai", 700, 65, 2));
AX(3));
("Stanley", 600, 60, 4));
(5)); // JUST Visiting
("Shek O", 400, 10, 6));
("Mong Kok", 500, 40, 7));
);
("Tsing Yi", 400, 15, 9));
ing(10));
("Shatin", 700, 75, 11));
2));
("Tuen Mun", 400, 20, 13));
("Tai Po", 500, 25, 14));
il(15)); // Go To jail
("Sai Kung", 400, 10, 16));
("Yuen Long", 400, 25, 17));
8));
("Tai O", 600, 25, 19));

GameData();
ull;
ly.LoadGameFactory", "Monopoly.newGameFactory" );
loading Save , [2] start a New game");

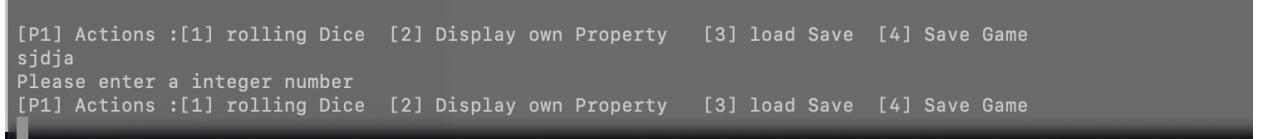
```

## User's option for taking action

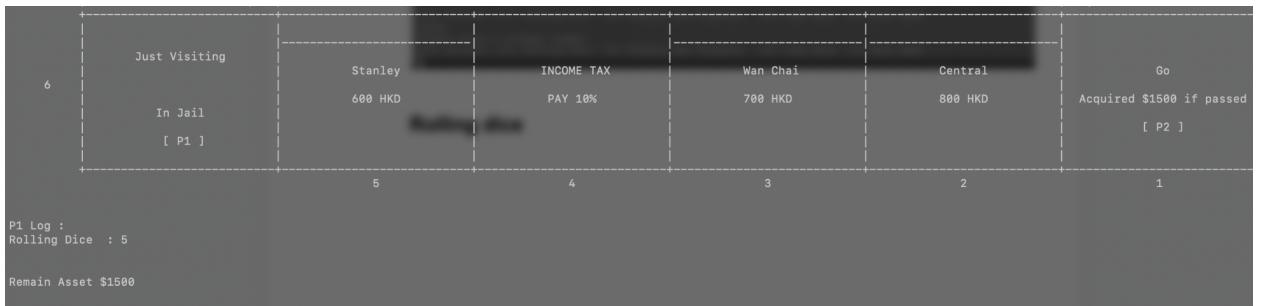
For each user's turn, the user will have to select an action to execute. To execute the functions, The user should input an integer number as shown below. For example, the system will display the updated game board and roll the dice for the player after he imputed “1”.



If the player had inputted anything other than an integer, then “Please enter an integer number” message would be shown and the player would be required to input the number again.



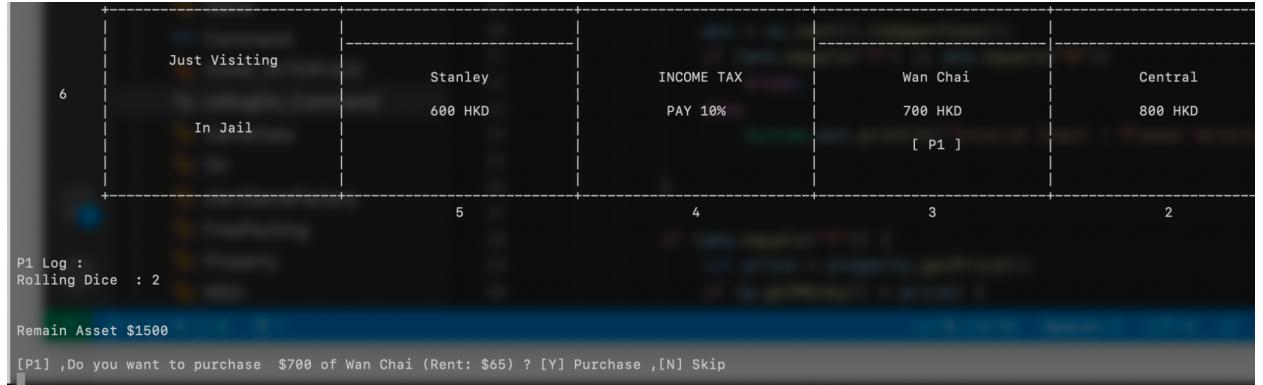
## Rolling dice



The current player's status will be displayed on the screen when it's that player's turn, such as dice number, remaining assets(total money) and others according to the function of the squares that will be mentioned later on.

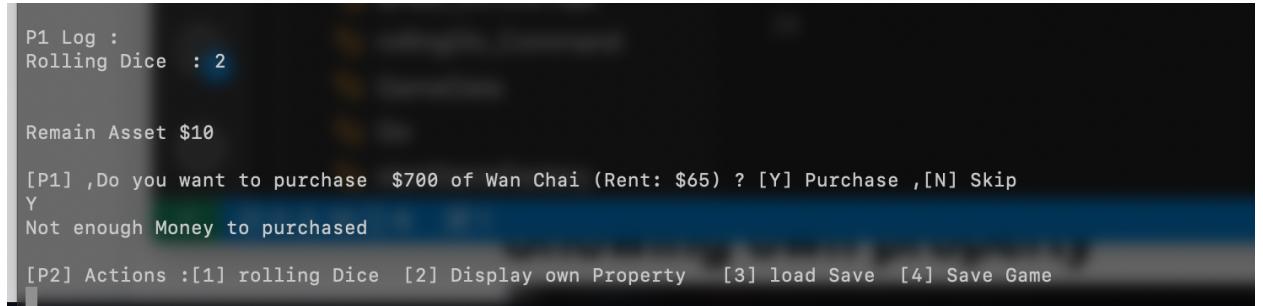
## Purchasing property

Case 1: landing on a property that isn't owned by anyone at that moment



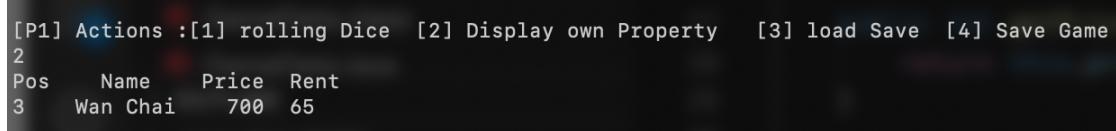
The player need to input “Y” or “”N” (auto cast to uppercase) to indicate whether he wants to buy the property or not. If the player inputted “y” or “Y”, the above message will be displayed and the player will become the owner of that property. However, inputting “N” or “n” will skip the property buying phase and switch to the next player’s turn.

Case 2: Not enough money to purchase the property



When the player does not have sufficient money to buy the property, the message above will be shown and and switch to the next player’s turn.

## Showing own property



The system would display player’s owned property after the play inputted 2 in the action menu.

## Saving Game

```
[P1] Actions :[1] rolling Dice [2] Display own Property [3] load Save [4] Save Game  
4  
Do you wanna to save the game ? [Y] Save , [N] Cancel  
Y  
P1 Money800  
P2 Money700  
Save Game Successful in 2021-11-17 23:19:22.29
```

All player's assets and the save time will be displayed when the game has been saved successfully.

## Loading Game

Case 1 : One or more saves had been found.

```
[P1] Actions :[1] rolling Dice [2] Display own Property [3] load Save [4] Save Game  
3  
Do you want to load Game Data ? [Y] Yes [N] No  
Y  
[0]2021-11-17 23:19:22.29  
0  
P1 Money800  
P2 Money700
```

Players need to input "Y"or "y" to retrieve the save. After that, all game saves with timestamp would be shown to the player. The player needs to input a valid integer number. As the image shown ,user input "0" to select the top save. After that,the system will obtain the save and cover current game and display all players' money amounts in the selected save.

Case 2: No save was found.

```
[1] loading Save , [2] start a New game  
1  
No Save found  
[1] loading Save , [2] start a New game
```

When game starts, the player is required to start a new game is there is no game that was previously saved.

### Case 3: When there is no save found in game processing

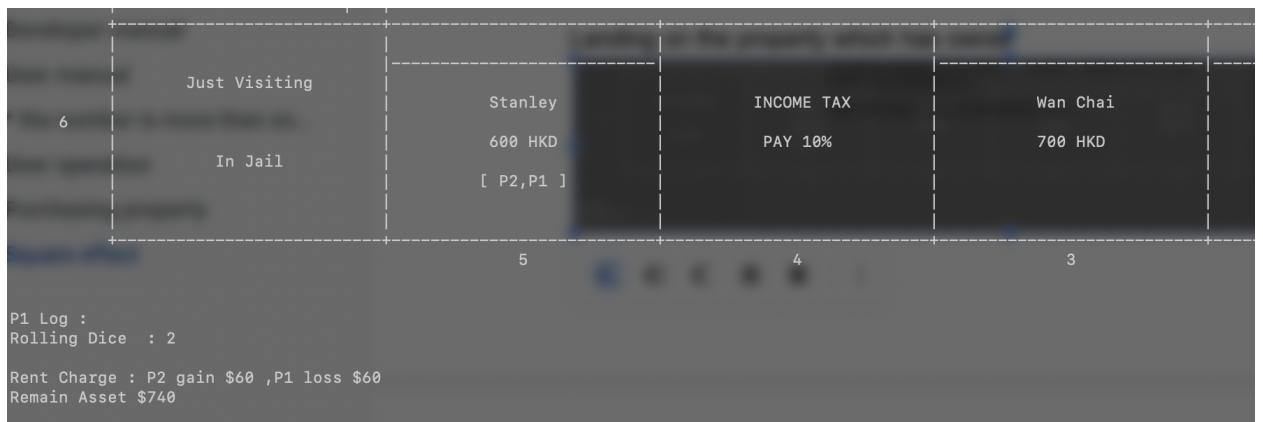
```
[P1] Actions :[1] rolling Dice [2] Display own Property [3] load Save [4] Save Game  
3  
No Save found
```

```
[P1] Actions :[1] rolling Dice [2] Display own Property [3] load Save [4] Save Game
```

If no save was found when the player inputted 3, the player is asked to select another action in his turn.

### Function of the squares

Landing on the property that was owned by another player

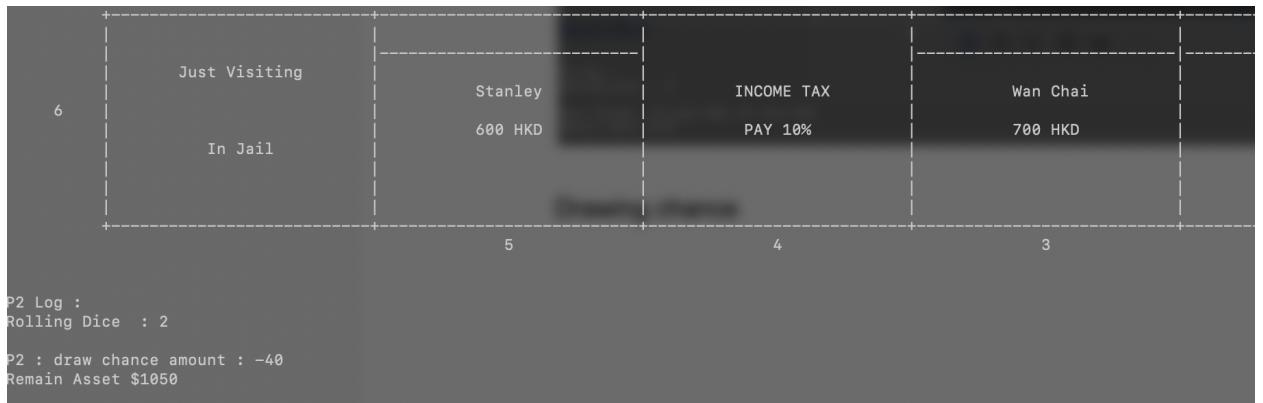


If the current player lands on the property that was owned by another player, the player would have to pay rent to the owner, i.e., the owner will get the rent of that property and the player will lose money.

Note: This process is all done automatically and no user input is required.

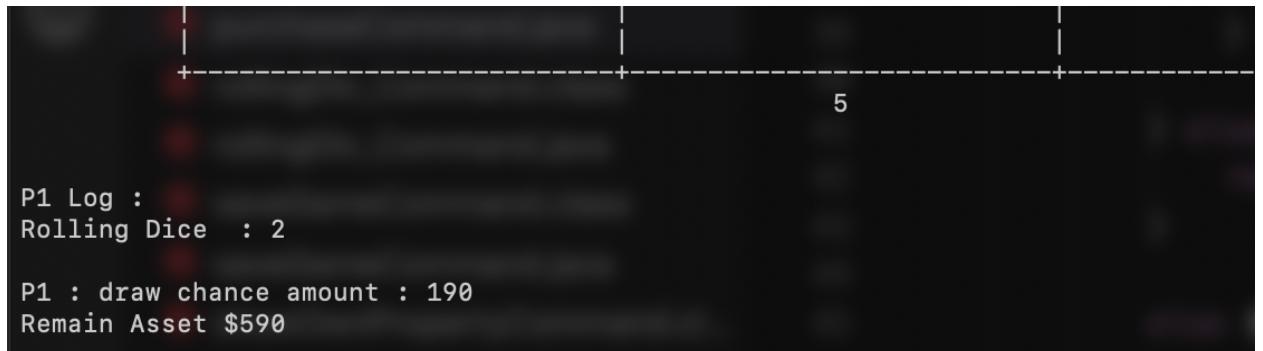
## Landing on chance square to obtain/lose money

Case 1 : A positive value was drawn by the system



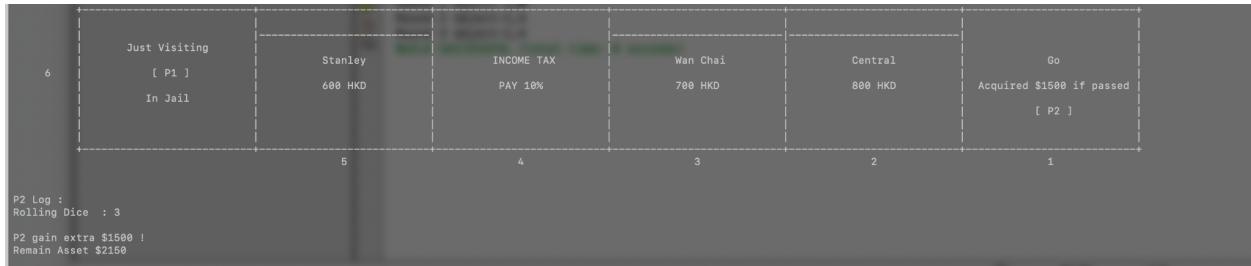
If the current player lands on the square and a positive value was drawn by the system, then the player's asset would reduce according to the amount drawn by the system.

Case 2 : A negative value was drawn by the system



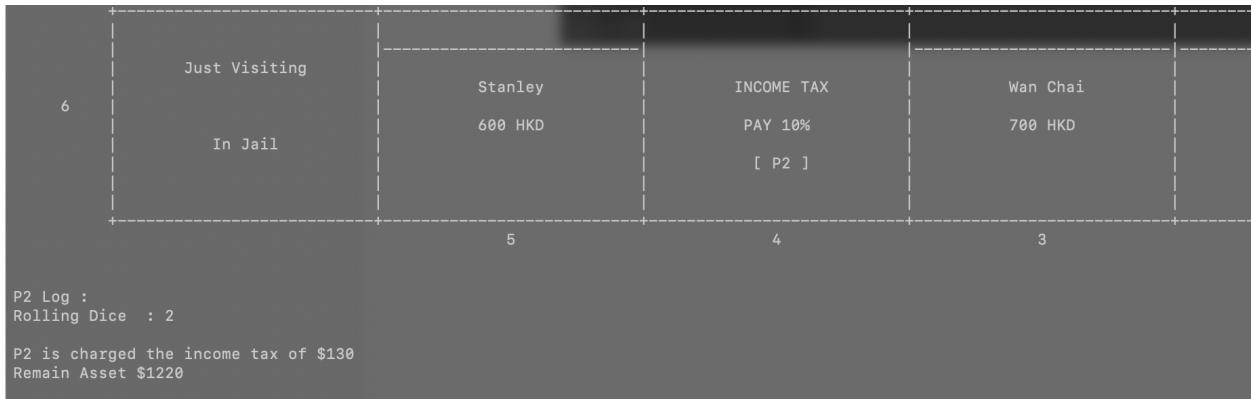
If the current player lands on the square and a negative value was drawn by the system, then the player's asset would increase according to the amount drawn by the system.

## Passing through starting point (GO)



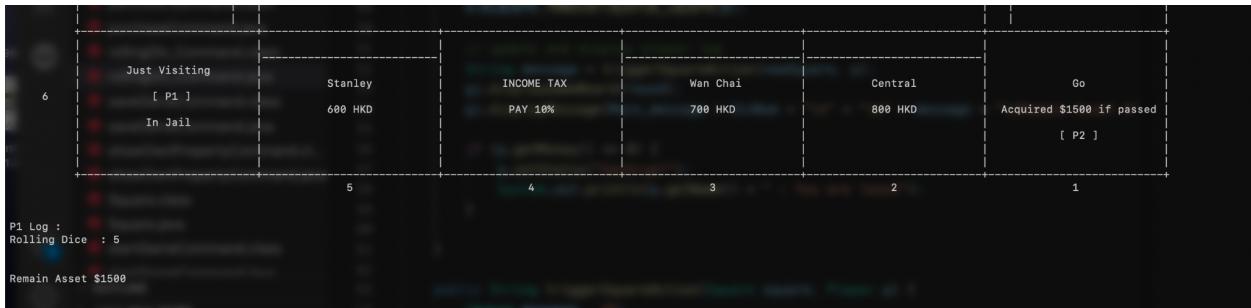
If the player passes the starting point (GO), the player's asset would increase by 1500.

## Landing on income tax square



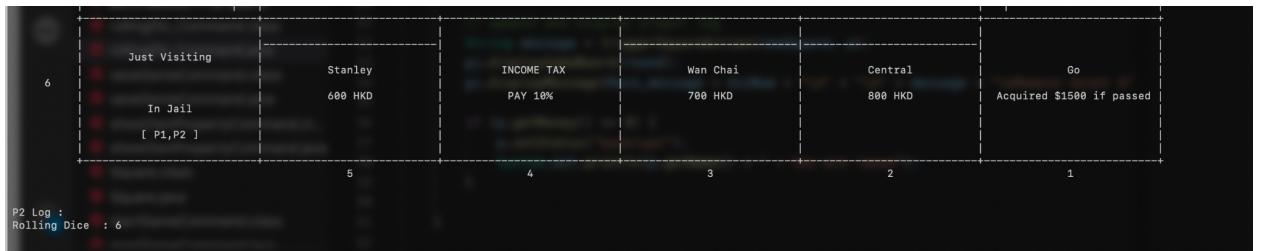
If the current player landed on the income tax square, the player's asset would be reduced by 10% of the asset that they currently held.

## Landing on just visiting



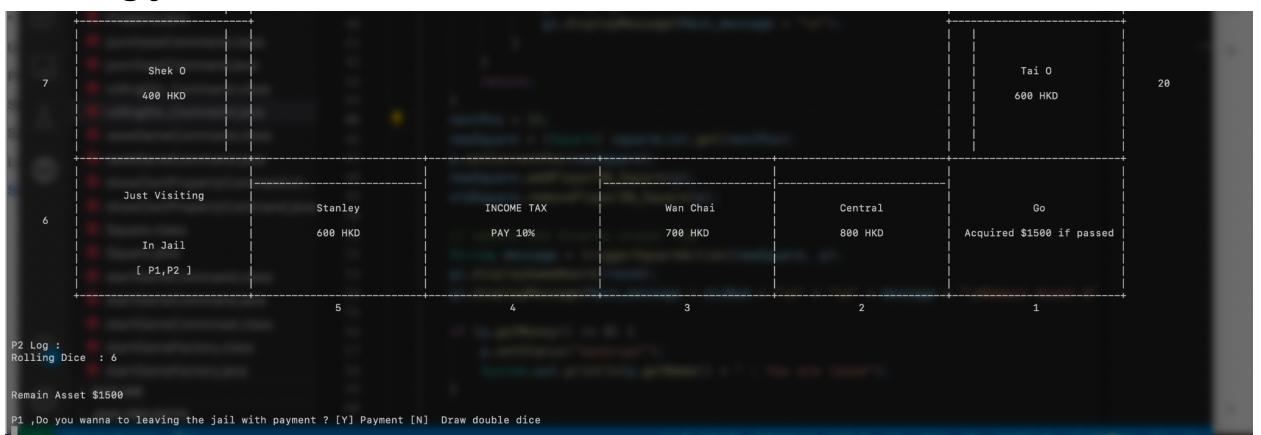
Nothing would happen to the player as this square is considered to be a square that had no function.

## Landing on GO\_TO\_Jail



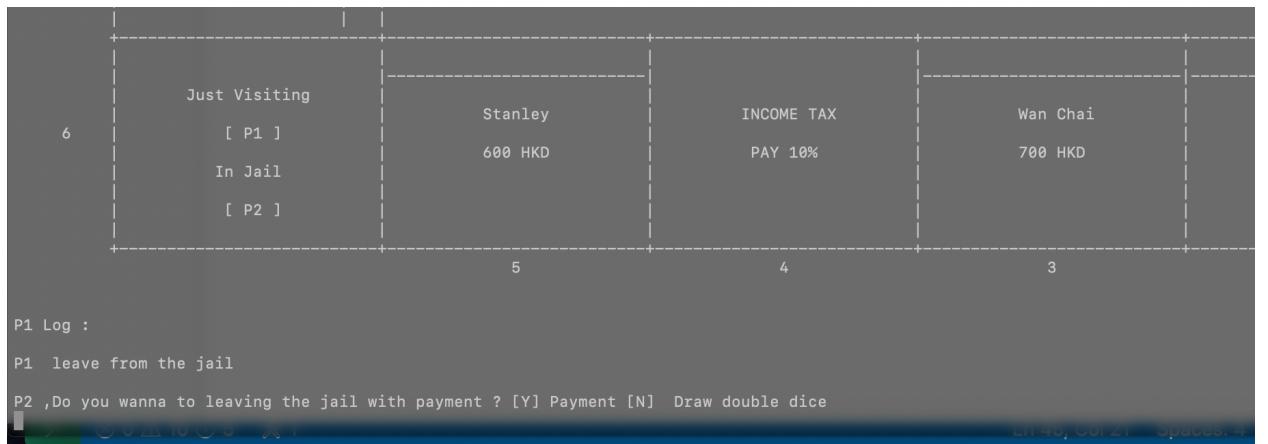
If the current player landed on the GO\_TO\_Jail square, then the player will be sentenced (teleported) to jail immediately.

## Leaving jail



Players can choose one of the two ways below to get themselves out of the jail.

### Case 1: Leaving jail in first round with throwing double dice or paying fine



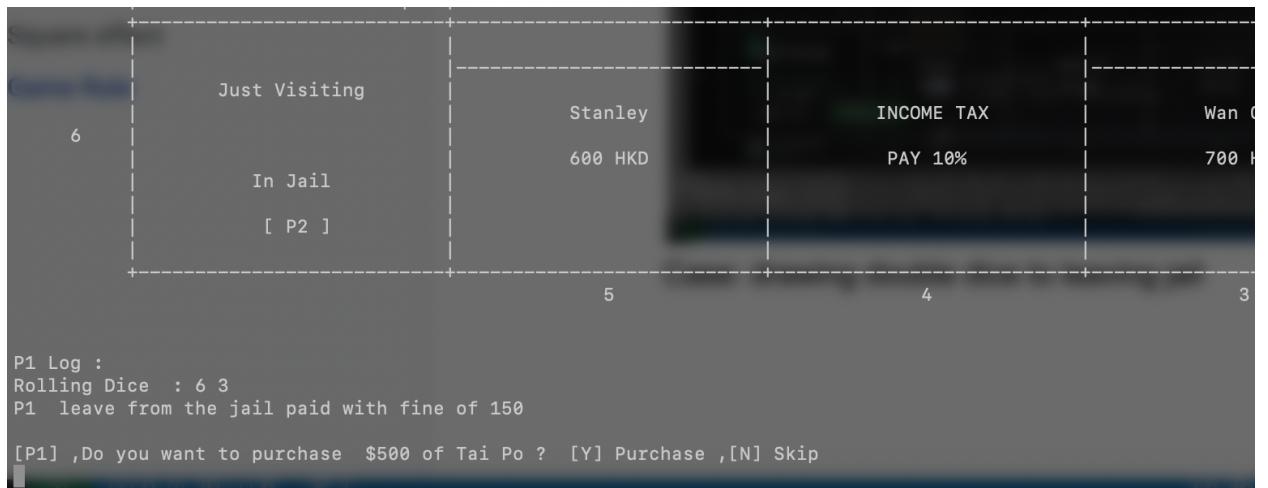
P1 in jail round 1:

User can Press "Y" to pay dollars to leave jail or Press "N" to though double dice.



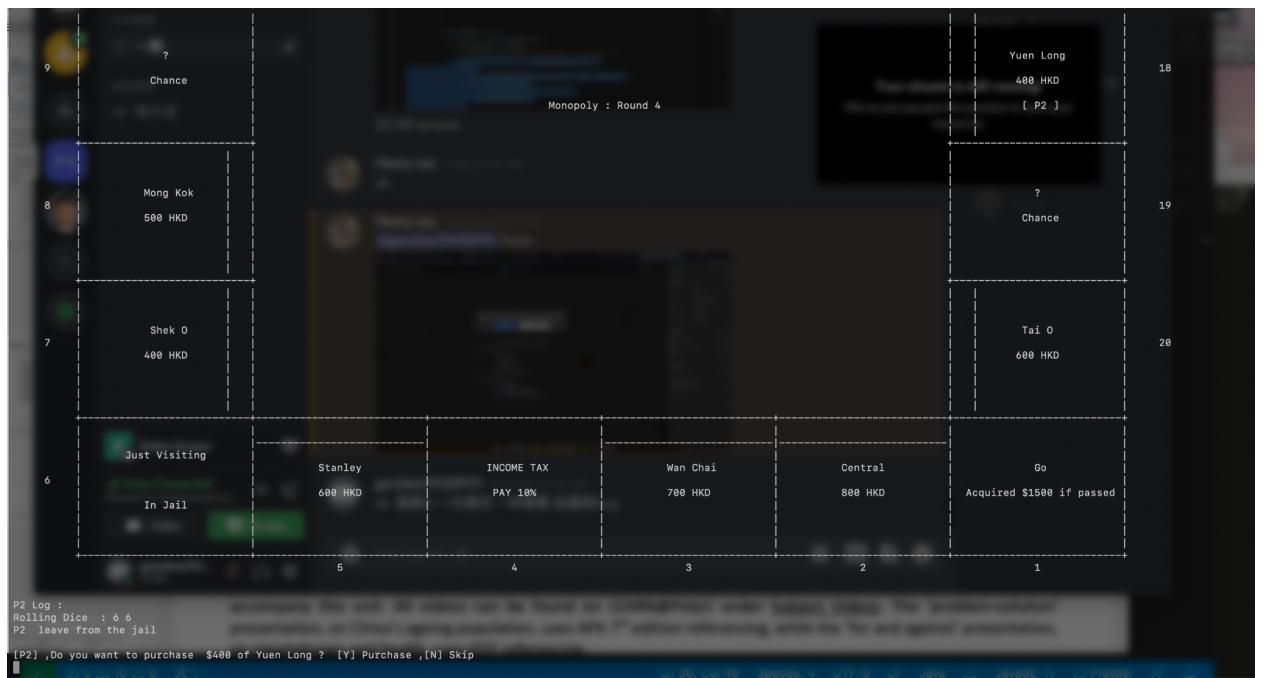
If the player failed to throw a double dice, then he would have to consider the options in the cases below.

## Case 2: Rolling double dice, but all attempts were failed



If a player decided to leave the jail by throwing dice, but failed all three attempts to get a double dice, then he would have to pay the fine of \$150 to leave the jail.

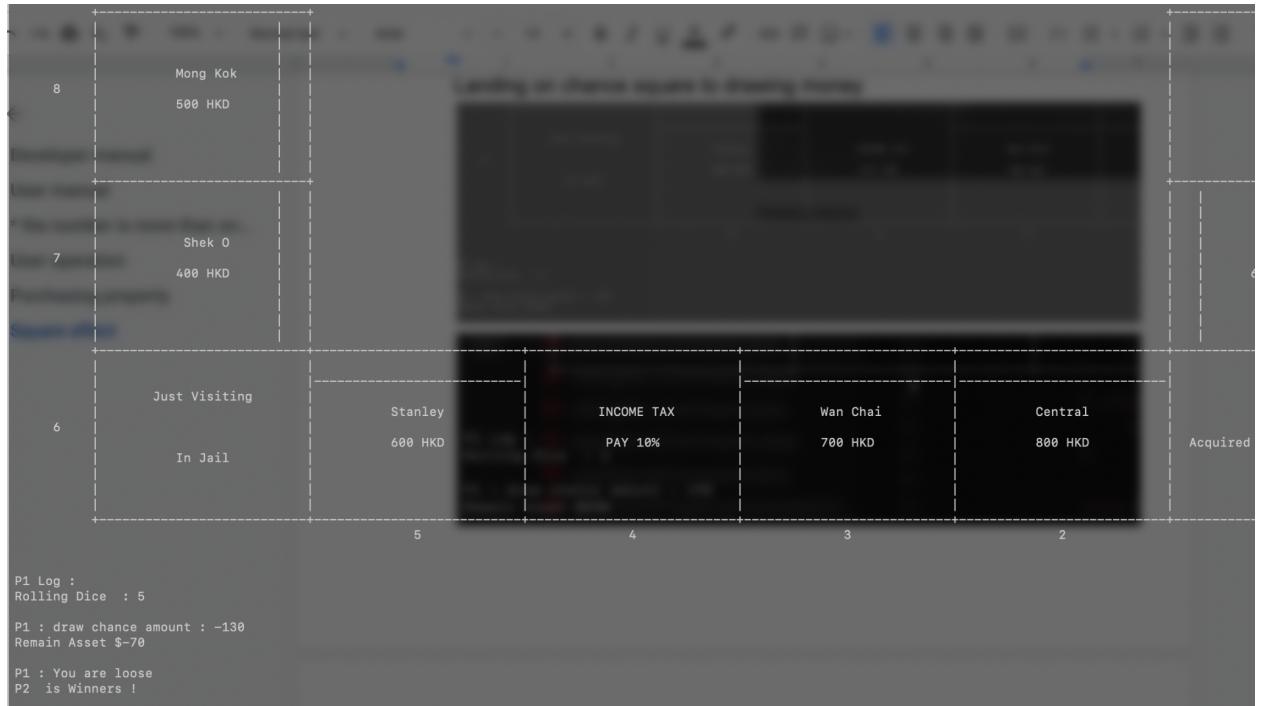
## Case 3: Drawing double dice to leaving jail



A player can leave the jail by throwing a double dice in one of the next his three rounds. And the player will advance according to the point of dice that he thrown in the last attempt.

## End Game

Case 1 : Only one player remains in the game



The last standing player will be declared as the winner.

Case 2 : two player have the same amount of money at round 100

```
N  
P2 P1 is Winners !  
  
Remaing Amount  
P2 300  
P1 300  
[1] loading Save , [2] start a New game
```

Both players would be declared as the winner.