

## REQUIREMENT ANALYSIS

### **Vision**

We envision a board game called Monopoly. This is the second iteration. In our previous iteration we aimed the user to choose number of players between 2-8, play a toss tournament to decide with whom to start the game then play the game until the predefined number of turns are played. Special squares were not defined.

However, in this iteration, we added special squares and their actions such as Go Square, Jail Square, Free Parking Square etc. In addition a player can go bankrupt if her or his cash is equal to or below 0, if all players go bankrupt before the predefined number of turns the game ends.

### **Problem Statement**

For the first iteration the main goal was to first decide who the game would start with by starting with a dice tournament and then moving on the board.

For the second iteration the issues are, stating the special squares and their actions, controlling the players' financial statement (if a player went bankrupt or not).

To be able to do this we used some methods of object oriented programming, abstract programming.

### **Scope**

The Monopoly Game is able to have some special squares, if a player is on a special square he or she has to do the action that it states. Also the game is able to take input from the user about how many players there are going to be and what their names are. In addition deciding on with whom the game should start by doing a dice tournament is possible. User can see on which square the players are after every time the die rolls. Some squares have the ability to get tax from the users. If a user has less money than the tax he or she has to give, he or she goes bankrupt.

### **Stakeholders**

Şükrü Gümüştaş (Programmer)

Atakan Ülgen (Analyst/Programmer)

Hilal Balcı (Scrum Master/Programmer)

Murat Can Ganiz (Customer)

Berna Altinel (Customer)

### **Glossary of Terms( Alphabetically)**

Board: Dashboard where the game is played on and which contains squares.

Free Parking: The square where nothing happens, player waits.

Go Square: Starting point where the users increase their money by 200 Turkish Liras

Go to Jail Square: The square which sends the player to the Jail Square if they are on it.

Income Tax : The square where players lose 10 percent of their money if they are on it.

Jail Square: The square where the player waits for three turns if they are on it.

Luxury Tax: The square where players lose 75 Turkish Liras if they are on it.

Printer: Prints out the inputs.

Square: The location where the player is on.

Toss: To roll the dice.

Toss Tournament: A small game where dice are rolled and the player who has the biggest number starts the game first.

### **Use Cases**

1. User enters integer number between 2-8
2. User enters the names of the players
3. Toss Tournament begins
4. Players are sorted according to the number on their dice
5. Game starts
6. Players move according to the number on the dice.
7. Game is played and finished, everything is printed on the screen