

## REQUIREMENT ANALYSIS

### Vision

We envision a board game called Monopoly. For the first iteration it's a simple game with 2-8 players, where players toss dice and decide who the game starts with.

### Problem Statement

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

### Scope

For now, the program is able to take input from the user about how many players are there going to be and what are their names. Also deciding on with whom the game should start with by doing a dice tournament is possible. In addition user can see on which square the players are after every time the die rolls.

### Stakeholders

Şükrü Gümüştas

Atakan Ülgen

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### Glossary of Terms( Alphabetically)

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

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