

REQUIREMENT SPECIFICATION :

VISION:

The goal of this project is to design a Java version of Monopoly board game. Our Monopoly game will run as a simulation. 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, with the goal being to drive them into bankruptcy. Money can also 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. The game has numerous house rules, and hundreds of different editions exist, as well as many spin-offs and related media. Monopoly has become a part of international popular culture, having been licensed locally in more than 103 countries and printed in more than thirty-seven languages.

This project is developed by a team of two members. Members are as follows:

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This project will have three iteration.

We will develop each iteration with group.

PROBLEM STATEMENT:

The Monopoly game simulation runs according to the values which given by the user at the beginning of the game. The values are like that; number of players and player's name. In Real Game players roll their dice but in simulator system rolls the dice for each player.

SCOPE:

This Monopoly game project will provide the following functionality: It will change and develop in each step depending on the demands and feedback of the customer. The software should be simple and readable for doing any changes by developers.

SYSTEM CONSTRAINTS:

Will run on any Java based platform. Will run as a simulation on the console with any device that has Java Runtime Environment installed.

STAKEHOLDERS:

Murat Can Ganiz (Customer)

Berna Altinel (Customer)

İbrahim Ayca (Developer)

Sabriye Köymen (Developer)

Glossary of Terms:

- Board – Game area which includes the squares
- Die – An object which creates random values for the player to move on the board.
- Start Game – A game which is played with 2-8 players on the board with two dies.
- Money: amount of cash a player owns
- Player – A gamer who plays the game
- Square – A place where players can land and do some actions when on it.

Free Parking Square:

Go Square:

Go To Jail Square:

Income Tax Square:

Jail Square:

Lots Square:

Luxury Tax Square:

Regular Square:

USE CASES

Actors: User, Monopoly System

Precondition: Need jdk to run the Java code

1)User runs the code.

2)User enters the number of player which play the game.

3)User enters the number of turns that will play.

- 4) User enters the name of players.
- 5) Dices are rolled by the computer for first player to play.
- 6) First player moves total value of dices.
- 7) If player is on the buyable square if he/she has Money , buys the place.
- 8) If player is on the special squares , does what needs to be done.
- 9) Dices are rolled by the computer for second player to play.
- 10) Second player moves total value of dices.
- 11) Computer continues rolling dice and moves until one of them finishes the tour
- 12) Program prints all place player has and money.

Alternatives

- 2-a) If user doesn't enter between 2-8 program asks user to give input again.