

## **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:

İbrahim Ayca-150114075

Sabriye Köymen-150114081

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 Aycan (Developer)

Sabriye Köymen (Developer)

## **GLOSSARY OF TERMS (Alphabetically listed):**

Board – Game area which includes the squares

Die – An object which creates random values for the player to move on the board.

MonopolyGame – A game which is played with 2-8 players on the board with two dies.

Player – A gamer who plays the game

Square – A place where players can land and do some actions when on it.

## **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 name of players.
- 4)Dices are rolls by the computer for first player to play.
- 5)First player moves total value of dices.
- 6) Dices are rolls by the computer for second player to play.
- 7)Second player moves total value of dices.
- 8)Computer continues rolling dice and moves until o of them finishes the tour(which is 50 square)
- 9)Program prints the winner and ends.

Alternatives

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

References: [https://en.wikipedia.org/wiki/Monopoly\\_\(game\)](https://en.wikipedia.org/wiki/Monopoly_(game))