



User Manual

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# 1 Introduction

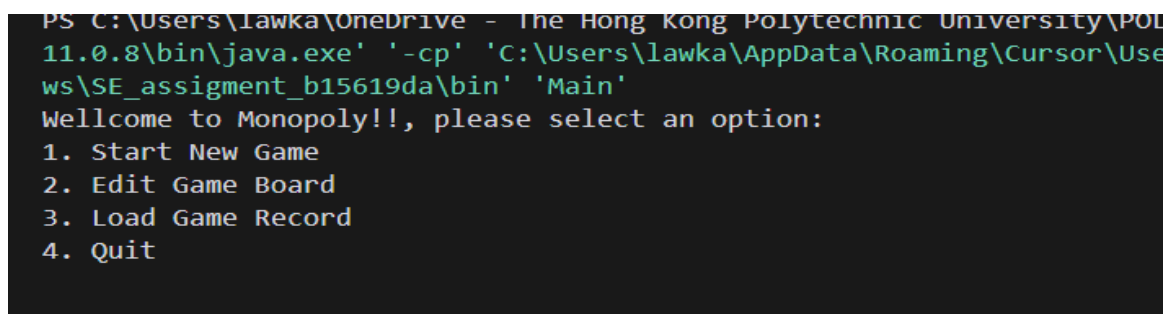
This user manual is designed for Monopoly Game. The manual includes a detailed rule and operation guide, which enables users to understand how specific operations are and what kind of operations are in line with the rules, so as to guide users to correctly play game. The manual also contains some wrong operations that may be caused by users, as well as our solutions and tips. Through this manual, users can better understand the operation of the game and quickly understand the operation of the game when they contact the game for the first time.

## 2 Game Rules and Operation Guide

This section will guide the user through the correct rules and the correct input format, as well as the error operating system prompts.

### 2.1 Game Home Menu

- **Initialization Interface**



```
PS C:\Users\lawka\OneDrive - The Hong Kong Polytechnic University\POL 11.0.8\bin\java.exe' '-cp' 'C:\Users\lawka\AppData\Roaming\Cursor\Use ws\SE_assignment_b15619da\bin' 'Main'
Wellcome to Monopoly!!, please select an option:
1. Start New Game
2. Edit Game Board
3. Load Game Record
4. Quit
```

User Interface 1: Main menu

- **Input format**

1 / 2 / 3 / 4

- **Operation Details**

The user enters 1 to start the game, or 2 to edit the game board, or 3 load game record, or 4 to load the game record, or quit the game.

```
please input '1' to start new game or input '2' to loader record game
1
Enter number of players (2 to 8): 
```

User Interface 2: Start the game

```
Wellcome to Monopoly!!, please select an option:
1. Start New Game
2. Edit Game Board
3. Load Game Record
4. Quit
4
Exiting the game.
```

User Interface 3: Loader record game

- **Wrong Input**

You can not type any other command other than 1 to 4, if you type any other command, the system won't run the next step and will ask you to type it again.

```

Wellcome to Monopoly!!, please select an option:
1. Start New Game
2. Edit Game Board
3. Load Game Record
4. Quit
5
Invalid choice. Please try again.
Wellcome to Monopoly!!, please select an option:
1. Start New Game
2. Edit Game Board
3. Load Game Record
4. Quit

```

User Interface 4: Wrong Input

## 2.2 Create Game Players

- **Create Players Interface**

The user can enter 2 to 8 players in the game.

```

Enter number of players (2 to 8): 2
Enter player 1 name: Player1
Enter player 2 name: Player2
=====Round 1 Start=====

```

User Interface 5: Create Players

- **Input format**

Any string of characters consisting of digits, letters, and underscores.

- **Complete output interface**

```

=====Round 1 Start=====
|| Free Parking || Shatin || Chance || Tuen Mun || Tai Po || Go to Jail ||
|| $700 || $400 || $500 ||
||
|| Tsing Yi || Sai Kung ||
|| $400 || $400 ||
||
|| Chance || Yuen Long ||
|| $400 || $400 ||
||
|| Mong Kok || Chance ||
|| $500 || $400 ||
||
|| Shek O || Tai O ||
|| $400 || $600 ||
||
|| Jail || Stanley || Income Tax || Wan Chai || Central || Go ||
|| $600 || $700 || $800 ||
||
|| Here: ken Joe ||
=====
Player Status
ken: HKD 1500, Position: Go (0)
Joe: HKD 1500, Position: Go (0)
=====
ken's turn. Press 'R' to roll dice or 'Q' to quit game, or 'S' to save game.

```

## 2.3 Game Process (Start)

- **Round initialization**

The game starts with a turn based on the order in which the players are established.

```
Player1's turn. Press 'R' to roll dice or 'Q' to quit game,or 'S' to save game..
```

User Interface 6: Game start interface

## 2.4 Game Process (Inside Round)

- **Information Display**

After each round, the user is shown the player location, his amount of price, and who will be playing in the next round.

```

Player1's turn. Press 'R' to roll dice or 'Q' to quit game,or 'S' to save game..
r
Player1 rolled: 1 & 1 = 2
Player1 lands on Wan Chai.
Your current balance: HKD 1500
Would you like to buy Wan Chai for HKD 700? (Y/N)
y
Player1 buys Wan Chai for HKD 700!

```

```

=====
||      Jail      ||      Stanley      ||      Income Tax      ||      Wan Chai      ||      Central      ||      Go      ||
||                ||      $600      ||                ||      $700      ||      $800      ||                ||
||                ||                ||                ||      Owner: Player1      ||                ||                ||
||                ||                ||                ||      Here: Player1      ||                ||      Here: Player2      ||
=====
----- Player Status -----
Player1: HKD 800, Position: Wan Chai (2)
Player2: HKD 1500, Position: Go (0)
-----
Player2's turn. Press 'R' to roll dice or 'Q' to quit game, or 'S' to save game..
|

```

User interface 7: Game start interface

## 2.5 Moving and Buy the Square

- **Move Rules**

Users need to press r to roll dices to move.

```

----- Player Status -----
Player 1: HKD 1500, Position: Go (0)
Player 2: HKD 1500, Position: Go (0)
-----
Player 1's turn.
Press 'R' to roll dice, or 'Q' to quit game, or 'S' to save game.
r
Player 1 rolled: 6 & 3 = 9
Player 1 lands on Tsing Yi.
Your current balance: HKD 1500
Would you like to buy Tsing Yi for HKD 400? (Y/N)
|

```

User interface 8: Move interface

- **Input format**

R / r
-------

- **Buy the Square Rules**

If users want to buy a square, the users must follow the rules:

1. User must land on the square which is user wants.
2. User must have enough money.





## 2.6 Function Square

- **Chance Square**

This square is about to give a chance to the players. It has two possibilities. Players can gain the money or lose the money.

```
Player 1's turn.  
Press 'R' to roll dice, or 'Q' to quit game, or 'S' to save game.  
r  
Player 1 rolled: 1 & 6 = 7  
Player 1 lands on Chance.  
Player 1 loses HKD 20!
```

User interface 11: Loss money interface

```
Player 2's turn.  
Press 'R' to roll dice or 'Q' to quit game.  
r  
Player 2 rolled: 5 & 4 = 9  
Player 2 lands on Chance.  
Player 2 gains HKD 190!
```

User interface 12: Gain money interface

- **Income Tax Square**

This square is about the player need to pay the tax when he lands on this square.

```
Player 1's turn.  
Press 'R' to roll dice, or 'Q' to quit game, or 'S' to save game.  
r  
Player 1 rolled: 5 & 1 = 6  
Player 1 passed through Go and received $1500.  
Player 1 lands on Income Tax square.  
Player 1 pays HKD 460 as income tax!
```

User interface 12: Pay tax interface

- **Visiting Jail Square**

This square is about a player going to visit jail. The player will end this round, and nothing happened.

```
Player 2's turn.  
Press 'R' to roll dice or 'Q' to quit game.  
r  
Player 2 rolled: 6 & 1 = 7  
Player 2 passed through Go and received $1500.  
Player 2 lands on Visiting Jail.
```

User interface 13: Visit Jail interface

- **Jail Square**

This square is about a player in the jail to stop every action when he lands on that square. The player has two ways to leave the jail:

1. Roll doubles dice in 3 turns
2. Pay HKD 150

```
joe is in jail!
Press 'P' to pay HKD 150 to leave jail, 'R' to roll dice, 'Q' to quit game.
x
Invalid input! Please press 'P' to pay, 'R' to roll dice, or 'Q' to quit.

joe is in jail!
Press 'P' to pay HKD 150 to leave jail, 'R' to roll dice, 'Q' to quit game.
█
```

User interface 14: Go to Jail interface

```
----- Player Status -----
ken: HKD 1470, Position: Sai Kung (16)
joe: HKD 1900, Position: Jail (5)
-----

joe is in jail!
Press 'P' to pay HKD 150 to leave jail, 'R' to roll dice, 'Q' to quit game.
r
joe rolled: 3 & 3
joe rolled doubles and can leave jail!
joe lands on Shatin.
Your current balance: HKD 1900
Would you like to buy Shatin for HKD 700? (Y/N)
y
joe buys Shatin for HKD 700!
```

User interface 15: Roll dice interface (Same dice)

```
----- Player Status -----
ken: HKD 2380, Position: Stanley (4)
joe: HKD 1900, Position: Jail (5)
-----

joe is in jail!
Press 'P' to pay HKD 150 to leave jail, 'R' to roll dice, 'Q' to quit game.
r
joe rolled: 6 & 4
joe rolled 6 and 4 and must stay in jail for 1 more turns.
```

User interface 16: Roll dice interface (Not same dice)

```
----- Player Status -----
ken: HKD 2690, Position: Income Tax (3)
joe: HKD 1900, Position: Jail (5)
-----

joe is in jail!
Press 'P' to pay HKD 150 to leave jail, 'R' to roll dice, 'Q' to quit game.
P
joe paid HKD 150 to get out of jail.
joe rolled: 2 & 5 = 7
joe lands on Chance.
joe loses HKD 90!
```

User interface 17: Pay to leave jail interface

- **Free Parking Square**

It is nothing happened in this square.

```
Player 2's turn.  
Press 'R' to roll dice or 'Q' to quit game.  
r  
Player 2 rolled: 3 & 3 = 6  
Player 2 lands on Free Parking (No effect).  
Round 33 End
```

User interface 17: Free parking interface

## 2.7 Winning

There are two ways to win, one is finished the 100 rounds and the player with the most money wins, the other is one of the players goes bankrupt.

The following situation is that Ken and Joe completed 100 rounds and Ken win who with the most money.

```
100 rounds have been completed!  
----- Player Status -----  
Ken: HKD 1070, Position: Tuen Mun (13)  
Joe: HKD 650, Position: Shatin (11)  
-----  
Ken wins the game with HKD 1070!
```

User interface 17: Win demonstration

## 3 Important rules and additional information

1. The goal is to become the wealthiest player.
2. The game allows 2 to 8 players to play.
3. Each player receives a starting amount of money (HKD \$1500).
4. Players take turns rolling two six-sided dice and moving clockwise around the board.
5. A typical game lasts between 1 to 3 hours, but this can vary based on the number of players and their strategies.
6. You can't move the pieces off the game board.
7. All errors in entering commands will not cause the game to crash, and the game will let you re-enter the commands until they are correct before they are executed.