

Data Dictionary

Data/ Identifier Name	Data Type	Format	Size for Display	Description	Example	Valid Range
player	String	aaaa	15	The name of the person who is playing the game	Hannah	a – z (lower case)
aiplayer	String	aaaa	15	Let's the user input a name for the other player/ computer	John	a - z (lower case)
money	Integer	0000	4	The amount of money the player has	3000	0-9 (Numerical digits)
pawncolor	String	-	5	Lets user select their desired color of the pawn they are playing with	Blue	Selection of colors given to the user
music	Boolean	-	-	Checks whether music is played throughout the game or not	-	True or False
propertybox	Array	[a,b,c]	-	The display amount and the name of properties a player has purchased	[Tower heights, Mainly Falls]	-
property	Boolean	-	-	Checks whether the user bought the property or not if bought then adds the property to the propertybox and displays the status	Towerheight "Purchased or not"	0 or 1
cost	Constant Integer	000	3	The price of the property the player has landed on	200	0-9 (Numerical digits)
rent	Constant Integer	000	3	The rent of the property the player has to pay to the other player if he lands on an already purchased property	50	0-9 (Numerical digits)
x	Integer	000	3	The x coordinate on the board	510	Between 0 to 600
y	Integer	000	3	The y coordinate on the board	570	Between 0 to 640
propertyname	String	aaaa	20	The name of the property the user has landed on	Mainly Falls	-

positions	Array	[]	40	The squares on the game board, the places the player can land on while playing the game	[0,1,2]	-
Current_pos	Integer	00	2	The position that the player is currently standing on	32	Between position 0 to 39
d1	Integer	0	1	The number a dice rolls	1	Random number between 1 and 6
d2	Integer	0	1	The number a dice rolls	6	Random number between 1 and 6
diceTotal	Integer	00	2	Sum of the numbers displayed in d1 and d2	7	Sum of d1 and d2
currentjail	Boolean	-	-	Variable checks whether player is in jail or not and sets the status to true or false	True	True or False
Bail	Constant Integer	000	3	The amount required to get out of jail	300	0-9 (Numerical digits)
gomoney	Constant Integer	000	3	Adds money to the user's bank as soon as he passes go	200	0-9 (Numerical digits)