A PROJECT REPORT ON

MONOPOLY BOARD GAME

TEAM

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First Step#1

About the Monopoly Board Game

Monopoly is a board game where players roll two six-sided dice to move around the game-board buying and trading properties, and develop 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, in addition to many spin-offs and related media; Monopoly has become a part of international popular culture, having been locally licensed in more than 103 countries and printed in more than thirty-seven language

About the Project

Requirement Specification Vision and Scope

The aim of the "Monopoly Game Project" is to create a Java based object oriented implementation of the Monopoly Board Game. The game will run as a simulation where necessary parameters like number of players and player names are taken from the observer.

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

- Mert Kelkit - 150115013
- Ferhat Özkan - 150115009
- Rümeysa Eliöz - 150114016

The Project will have three steps. It will change and develop in each step depending on the demands and feedback of the customer. Requirements and feedbacks will be listed in each step. Feedback will be analyzed after every step and changes will applied to the project.

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 Altınel (Customer)

Glossary of Terms
- Monopoly Game – a game which is played on the board with two dies and 2-8 players.
- Board – a playground which has 40 squares
- Die – an object which creates random values for the player.
- Piece – an object which defines every players visual identity and their location
- Player – a gamer who plays the game
- Square – every single spot which has a unique specialty

Technologies & Control Mechanisms

- IntellijIDEA
- JUnit
- Github
- Trello

Project Plan & Deadlines

Step#1 - Thu Oct 26

Step#2 – Thu Nov 9

Step#3 – Thu Nov 23

Resources

www.0wikipedia.com

www.docs.oracle.com/javase/8/docs/api/

www.stackoverflow.com