Object Oriented Software Design Project – Monopoly

Requirement Analysis Document

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Monopoly is a well-known board game where players roll dices to move around gameboard, buying and trading properties and develop them with houses and hotels. The main purpose of the game is being drive the other players to bankruptcy. A player collects rent when another player comes to that player’s property. Money can also be gained or lost from Chance and Community Cards and tax squares. The player may end up in jail, which they can not move until some of different conditions happen. Our main goal is making a working simulation of this game

1. PROJECT DESCRIPTION

The main goal of our project is creating a Monopoly game simulator so that the user can observe the game and learn how to play it. We are using Java in this project and it is going to be a script-based project.

1. REQUIREMENTS FOR FIRST ITERATION

Firstly, we started with creating the real world game objects such as players,pieces,dice and board. So, we described our Player object firstly. There are multiple players and to avoid conflict we defined an attribute named playerID to keep the data who’s turn it is. With a player id, we needed to give the player a piece to play it on the field. So that we described Piece object after that. On the board, the piece is in a square, so it has a location. Based on this, we created currentLocation attribute for our Piece. On the board, there are 40 squares and each one of them have different locations and attributes. We described our Board object and under that Square object connected to Board. All different squares have a common attribute and that is they have a location. So, we defind squareLocation under attributes of Square object. The last thing we need to create to play the game in the simplest form is dice. Therefore, we created our Die object. When you toss a die in real life, there is one face that is always looking up and that is the result of tossing. That’s why we created a field named faceValue for the result of tossing the die. After defining our objects, we need to create what methods and functions we are going to use.