

REQUIREMENT ANALYSIS DOCUMENT

Requirement Specification

Vision

Monopoly is a board game representing business people and property deeds. Required players minimum 2, maximum 8 players. Main purposes are buy valuable properties or businesses and raise money from players properties. Players who go bankrupt are disqualified. The last player wins.

Scope

Monopoly game will provide;

- 40 square that are reward square, tax square and the starting square. They include quantity of reward or tax.
- Each player is given an equal amount of money at the starting point.
- Players move by rolling dices. If the square entered by the player is a reward square, the amount of money in the square is added to the player's cash box. If the square entered by the player is a tax square, the amount of money in the square is took to the player's cash box. The player who runs out of money leaves the game and the game continues until the last player remains.
- Each player who comes back to the starting point is paid a certain amount.

System constraints

GUI part is not included the game. The required displacements are made in console. To run the application JDK should be installed. No more plug-ins, softwares.

Project Members

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Terminology

Glossary of Terms (Alphabetically listed)

Board : This is a game board that include squares.

Dice : The item is used to get random numbers between 1-6

Game : The environment that runs the game.

Jail : The square that blocks the player's move.

Main : Where the simulation was created.

Person : This class include players attributes.

RewardSquare : Players earn money when they come to this square.

Square : The stucture that where players travel on and that constitutes the board object.

StartingSquare : Players start the game from this square and win award every time they pass.

TaxSquare : Players must pay taxes when they arrive at this square.

Use case

1. Initially, we get properties from the config.properties file. This file includes player number, player start money, number of tax and reward squares in the game, tax and reward amounts.
2. At the beginning of the game all players are in the starting square.
3. The first player throws the dices and progresses up to the sum of the dice.
4. If the square from which the player comes is the rewardSquare, the player receives the prize, or the square is taxSquare, the player gives money.
5. When the player loss all money player will be bankrupt and he/she disqualified.
6. When a player remains in the game, the game is over and that player wins.