

Monopoly game

functional requirements:

1. Handle all the money transactions in system

Non-functional requirements:

- All transactions must be logged viewed by other players
- Every player will start with 1500 monopoly money
- Transactions between two players must be agreed by admin
- The player and admin are not one account
- Players must choose a name and color before joining
- The game must be used in phones, but can be as web at first and transaction later

Money flow by transactions in monopoly:

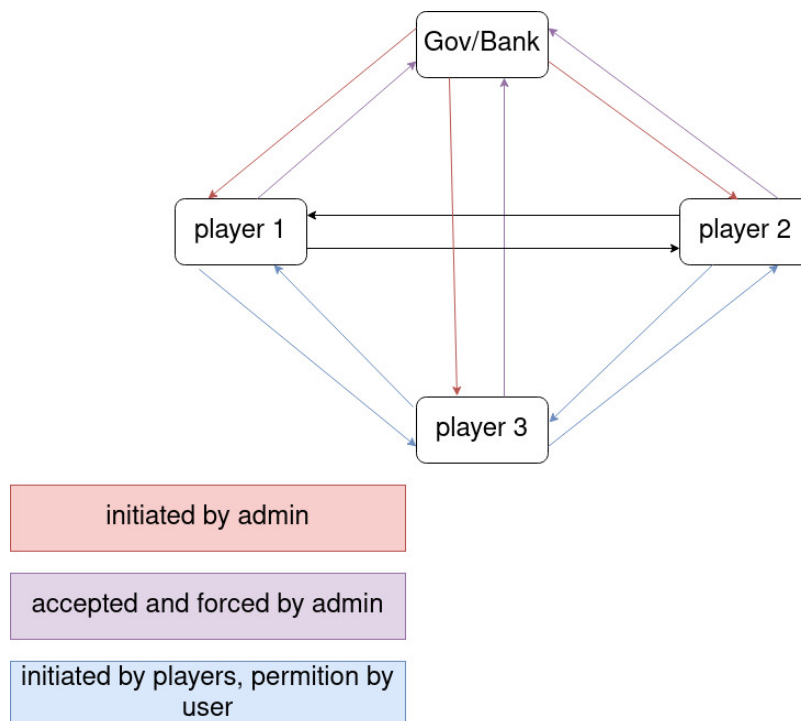


Figure 1.0: Money flow between entities

context static diagram:

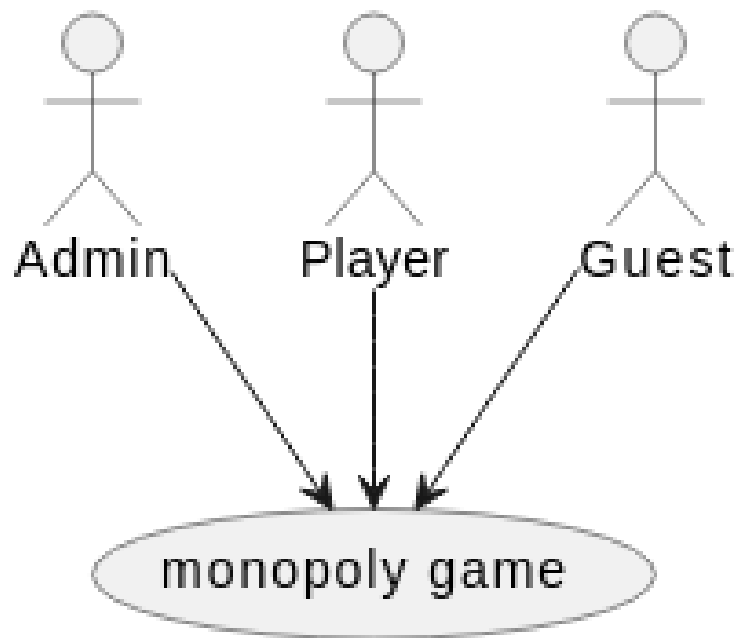


Figure 1.1: context static diagram

Use case diagrams:

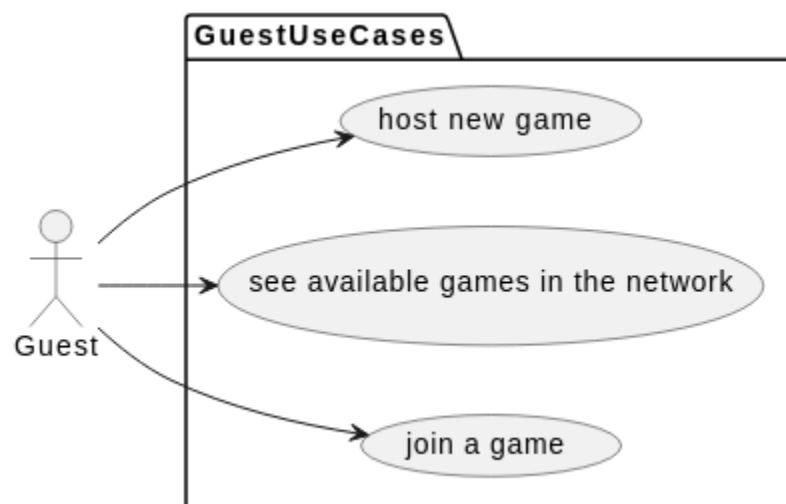


Figure 1.2: guest usecase diagram

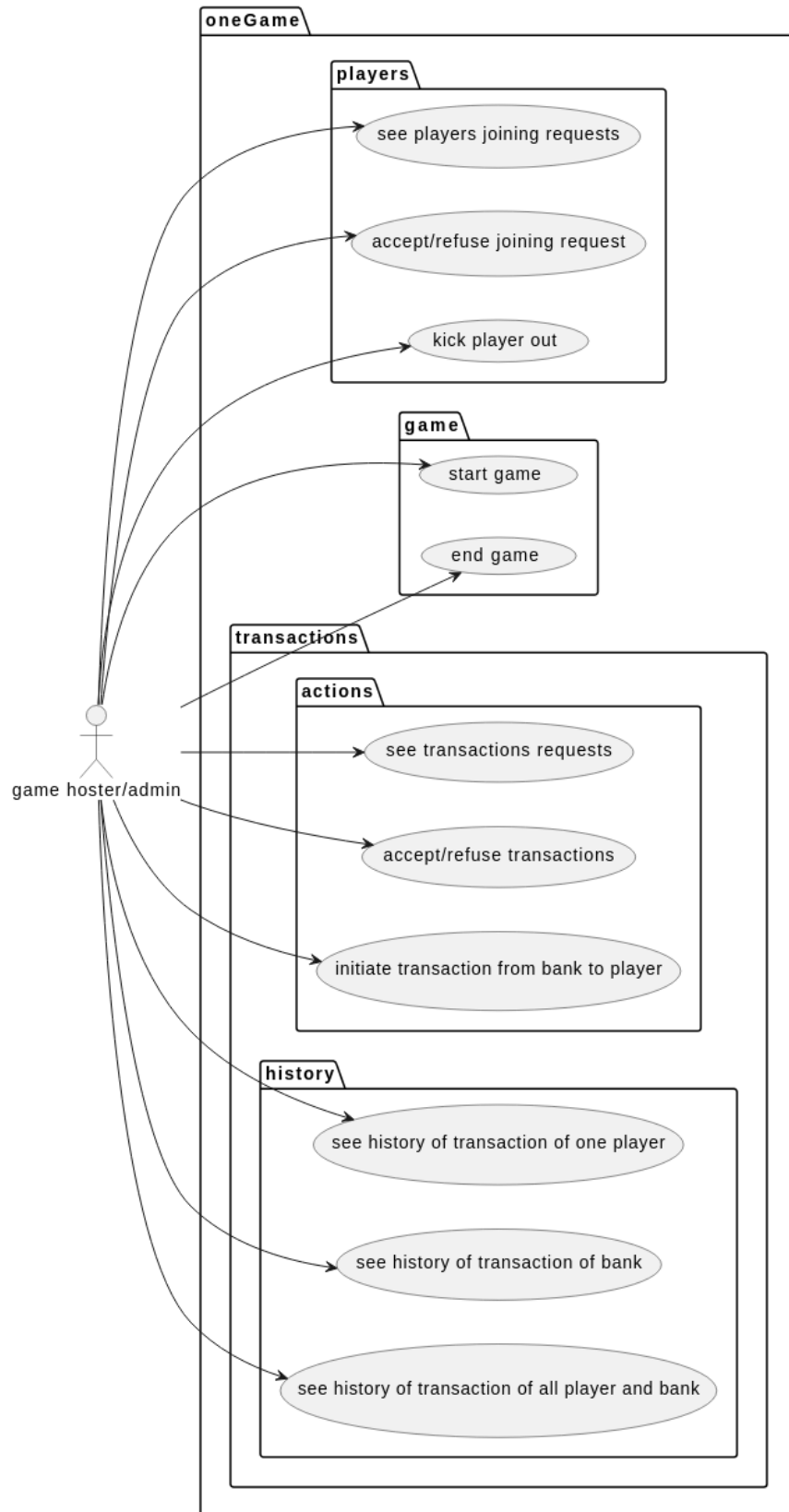


Figure 1.3: admin usecase diagram

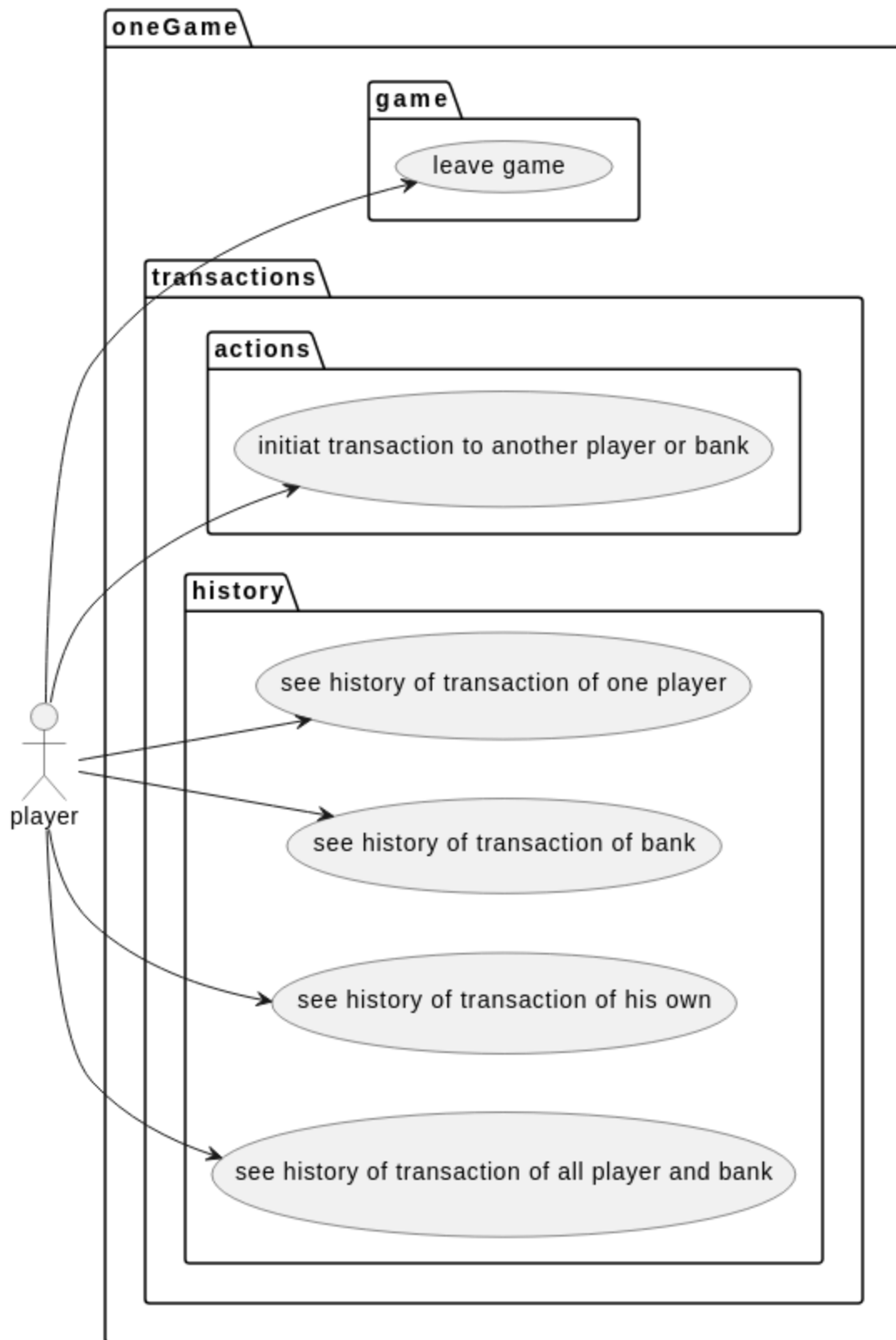


Figure 1.3: player usecase diagram

Host new game by guest usecase study:

host new game usecase Sequence diagram:

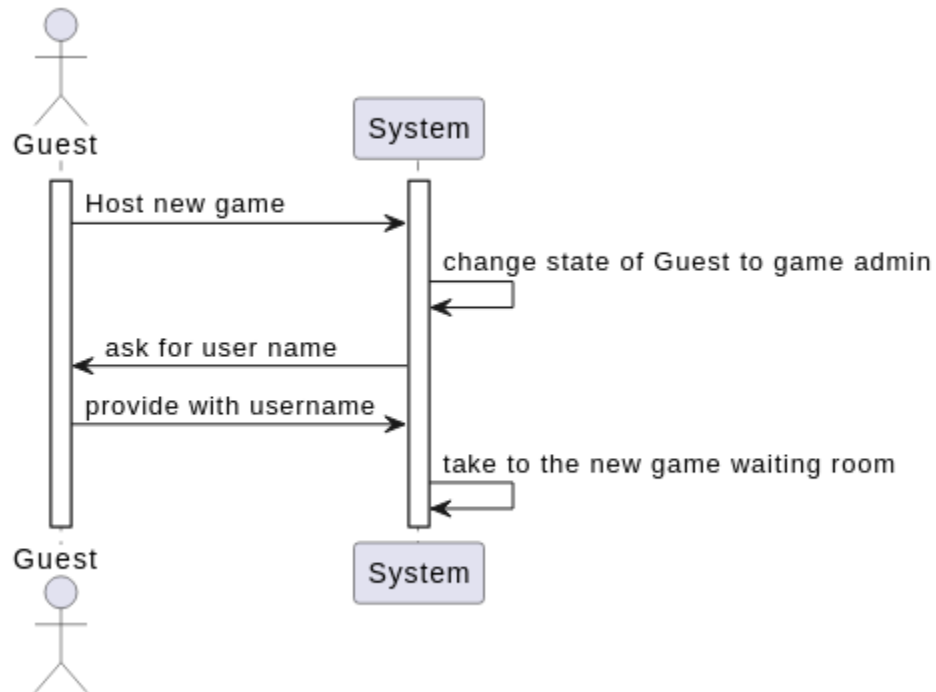


Figure 1.4: host new game guest usecase sequence diagram

host new game usecase detailed Sequence diagram:

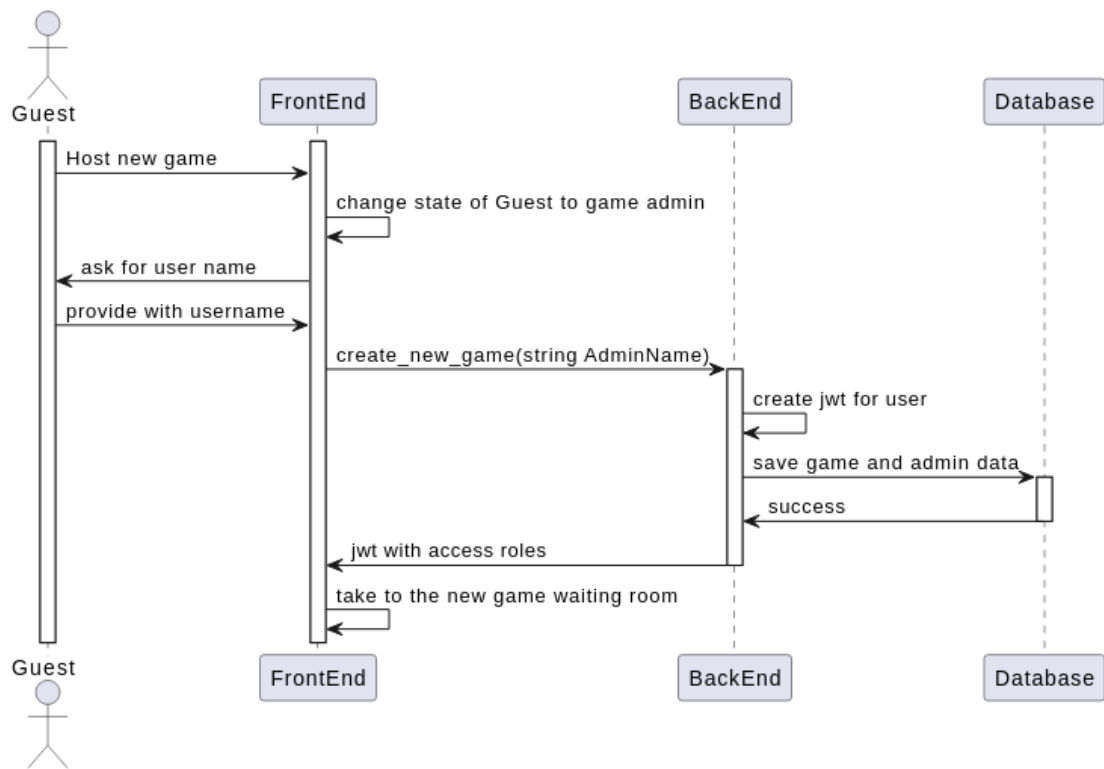


Figure 1.4: host new game guest usecase detailed sequence diagram

See available games by guest usecase study:

See available games usecase Sequence diagram:

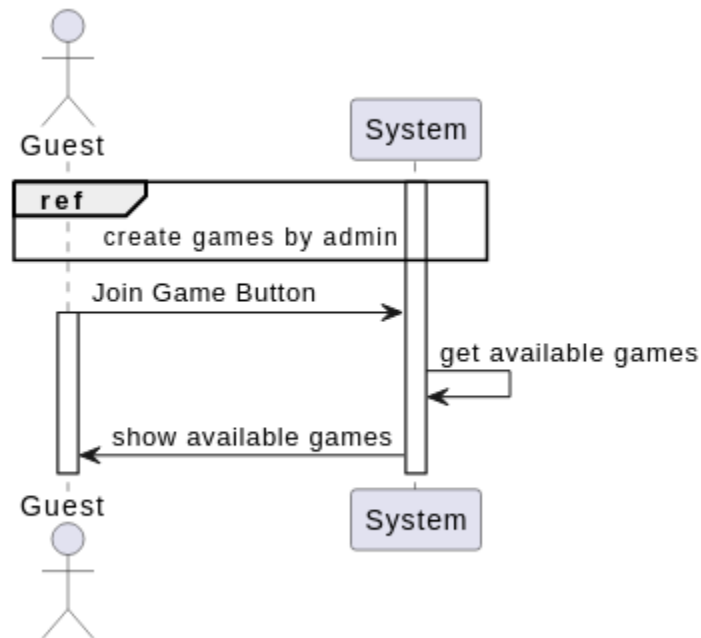


Figure 1.5: see available games by guest usecase sequence diagram

See available games usecase detailed Sequence diagram:

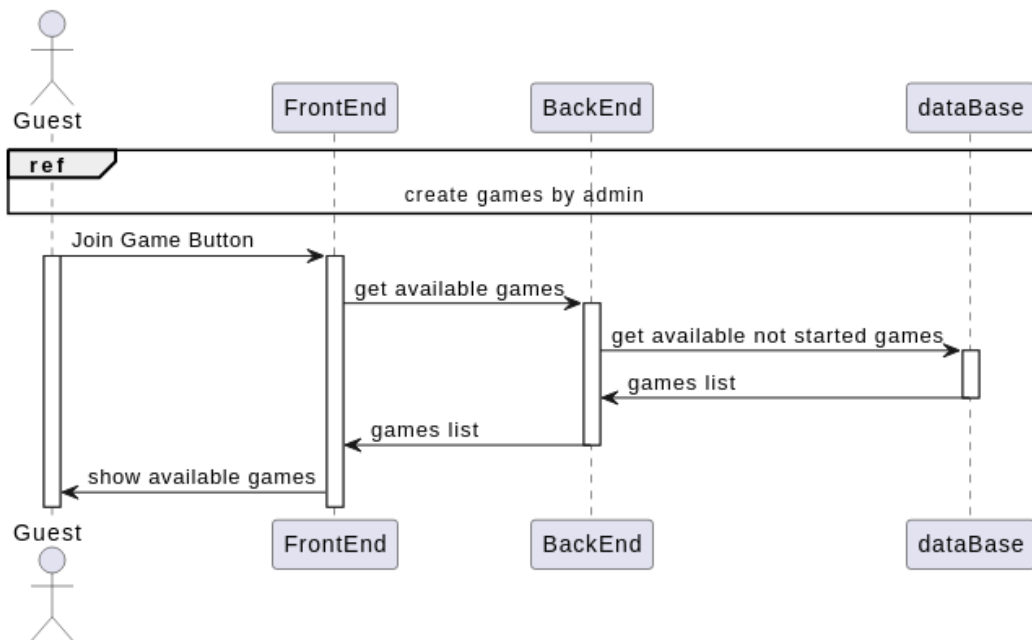


Figure 1.6: see available games by guest usecase detailed sequence diagram

Join game by guest usecase study:

Join game by guest usecase Sequence diagram:

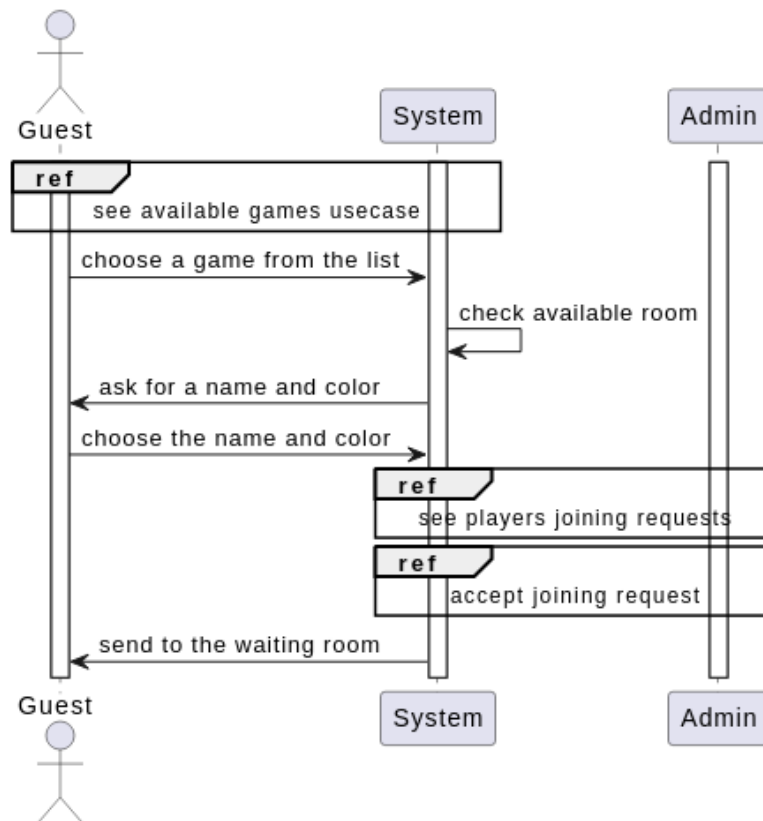


Figure 1.7: join game by guest usecase sequence diagram

Join game by guest usecase detailed Sequence diagram:

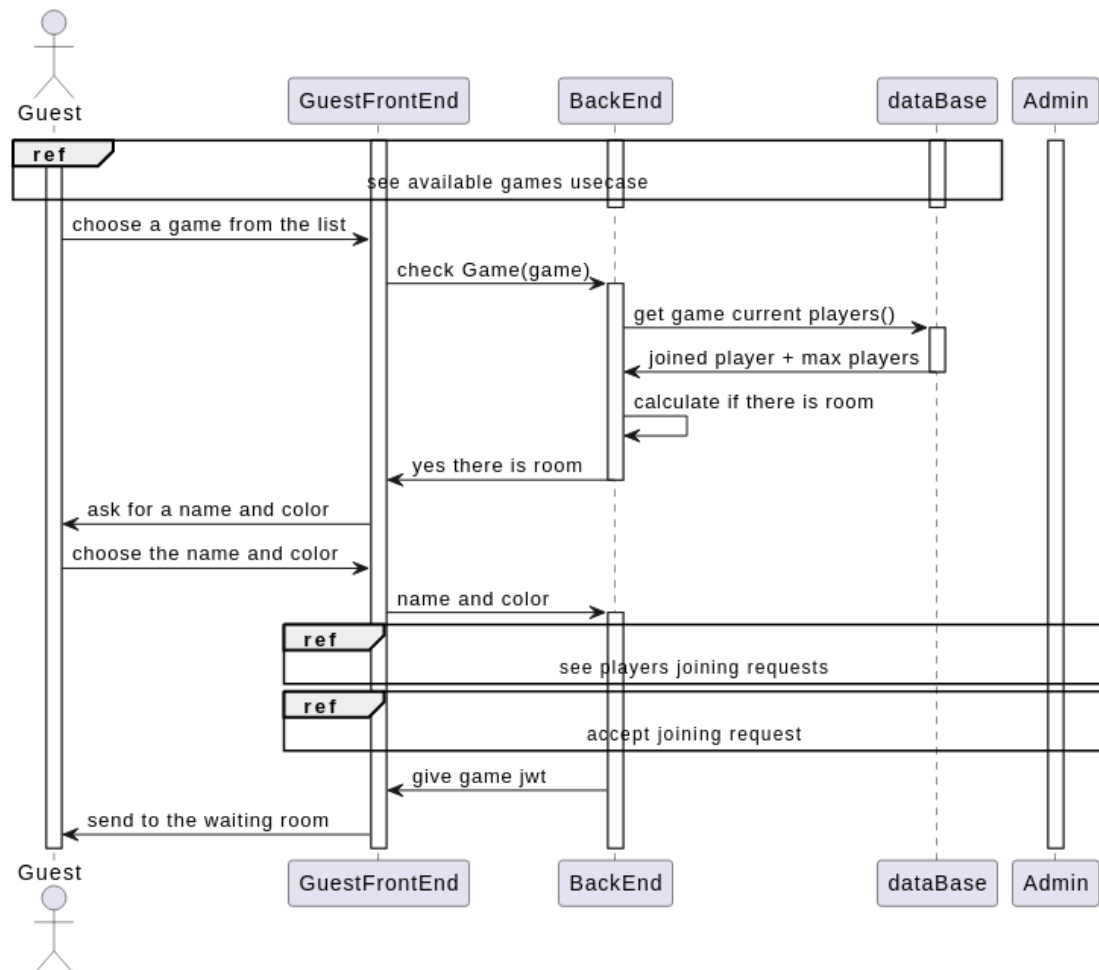


Figure 1.8: join game by guest usecase detailed sequence diagram