

Monopoly game

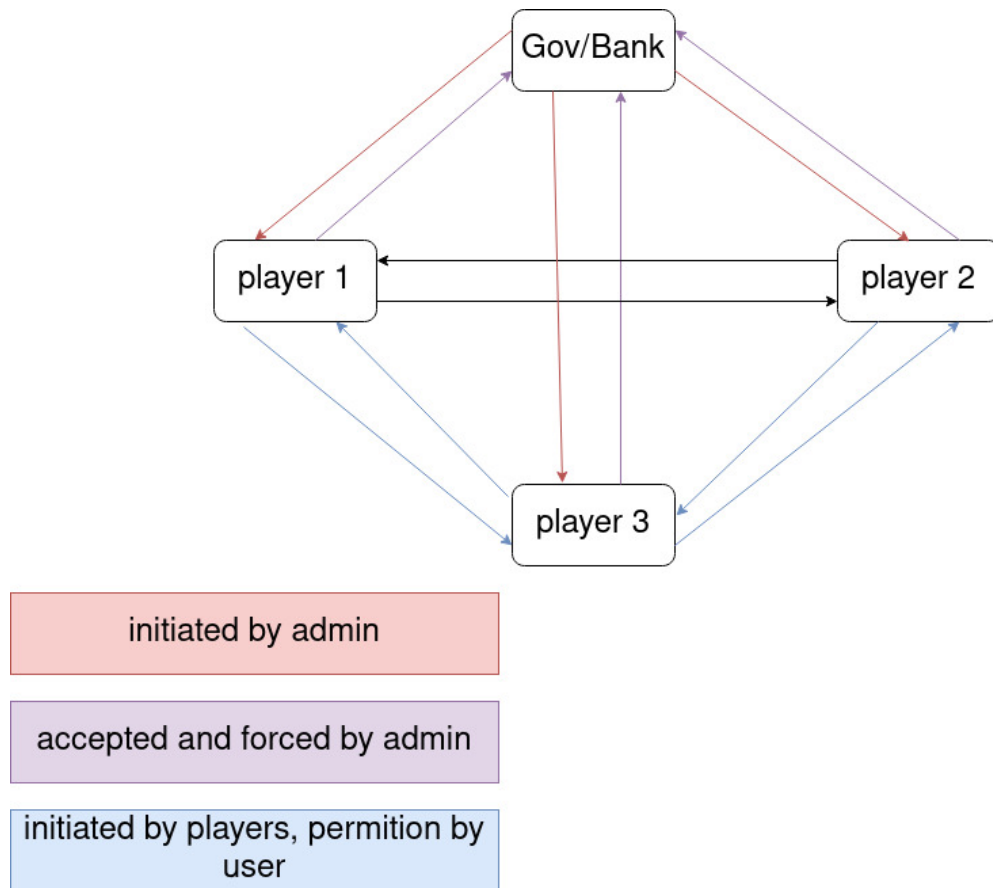


Figure 1.0: Money flow between entities

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

Contrast static diagram:

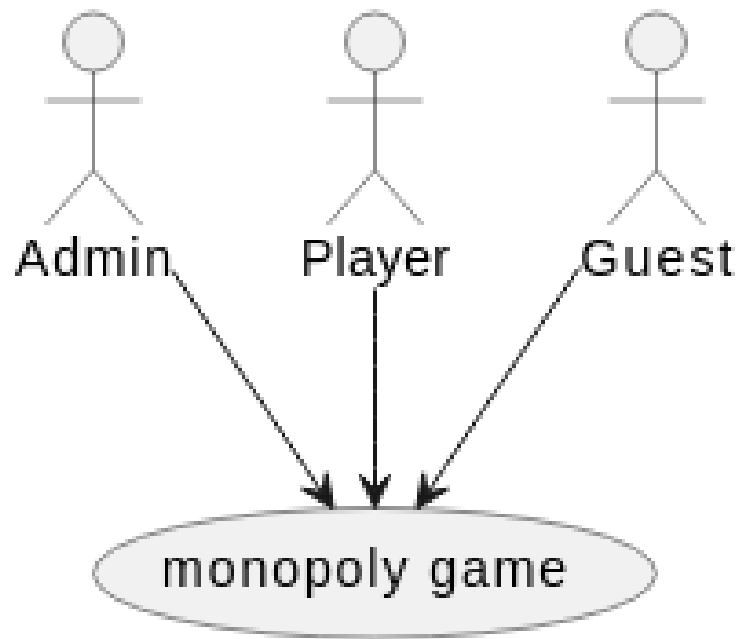


Figure 1.1: contrast static diagram

Use case diagrams:

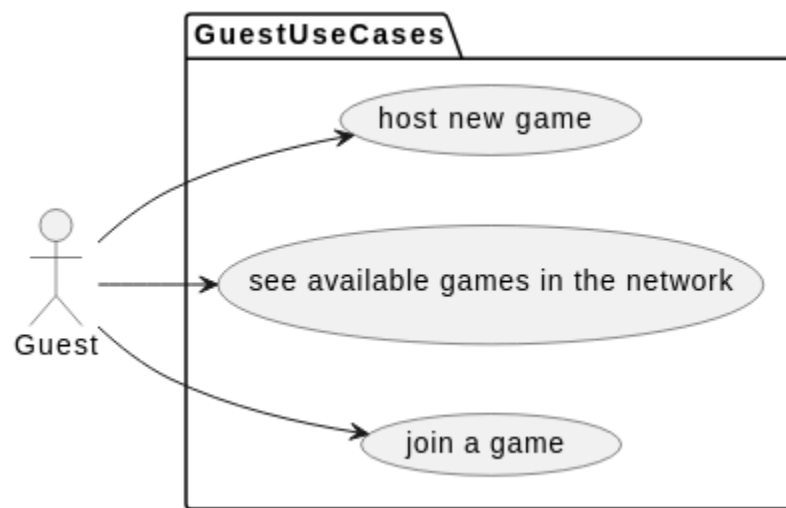


Figure 1.2: guest usecase diagram

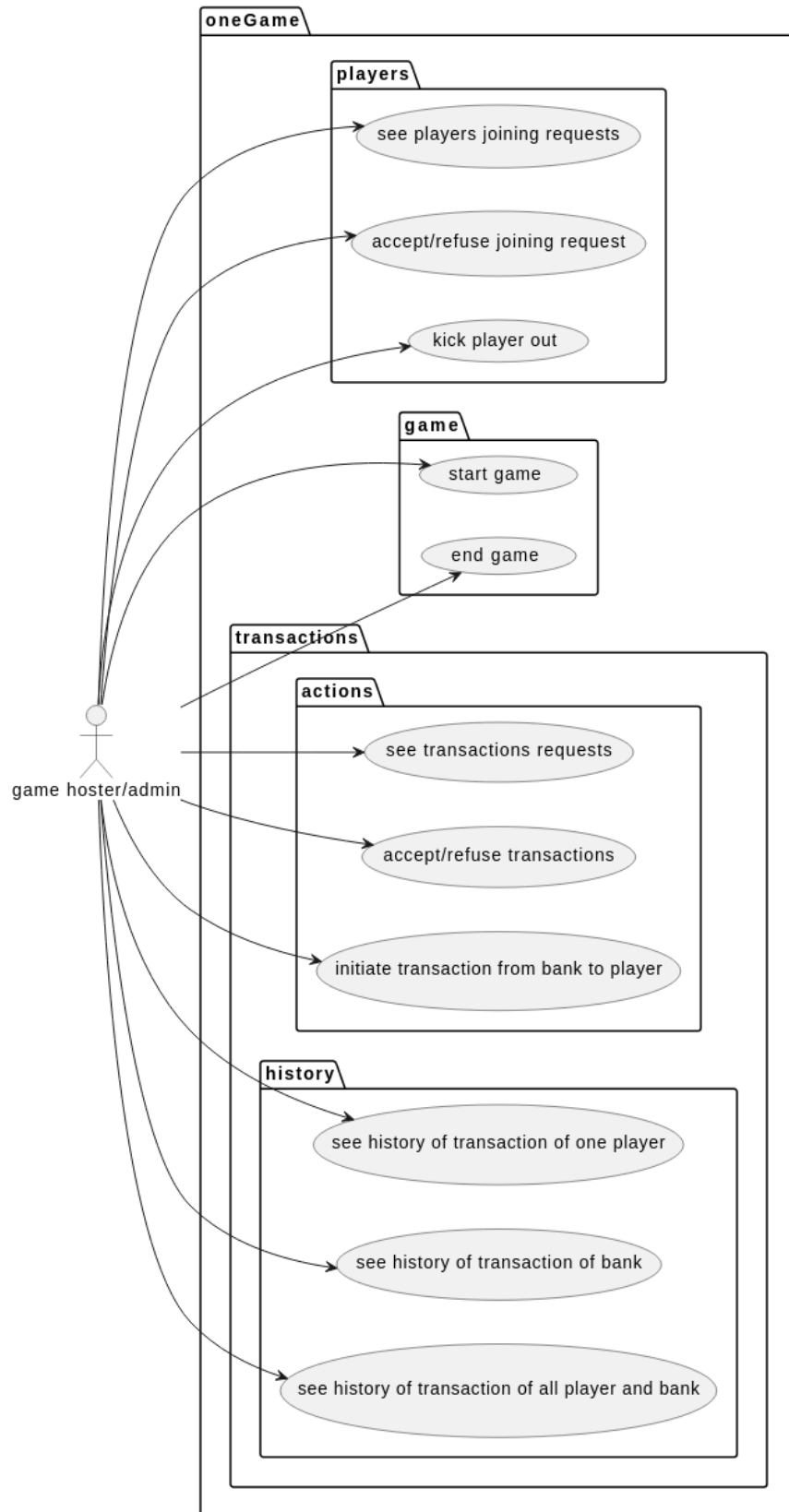


Figure 1.3: admin usecase diagram

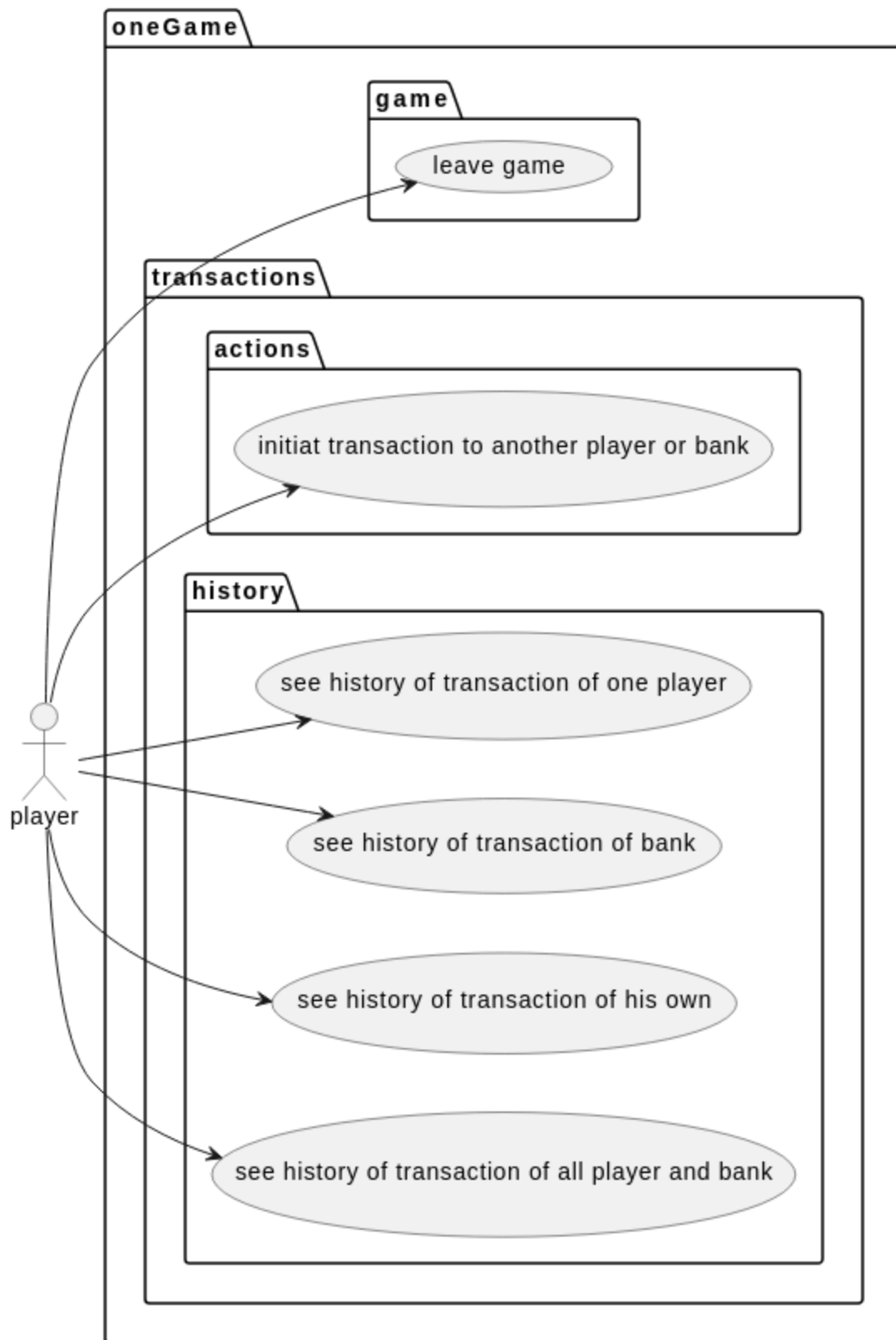


Figure 1.3: player usecase diagram

Host new game by guest usecase study:

host new game usecase Sequence diagram:

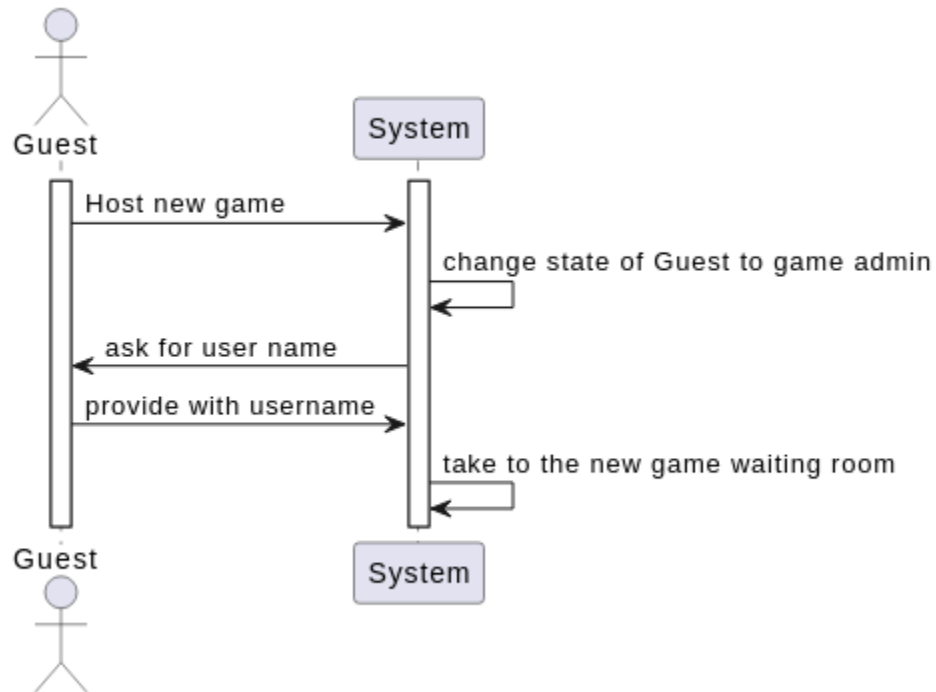


Figure 1.4: host new game guest usecase sequence diagram

host new game usecase detailed Sequence diagram:

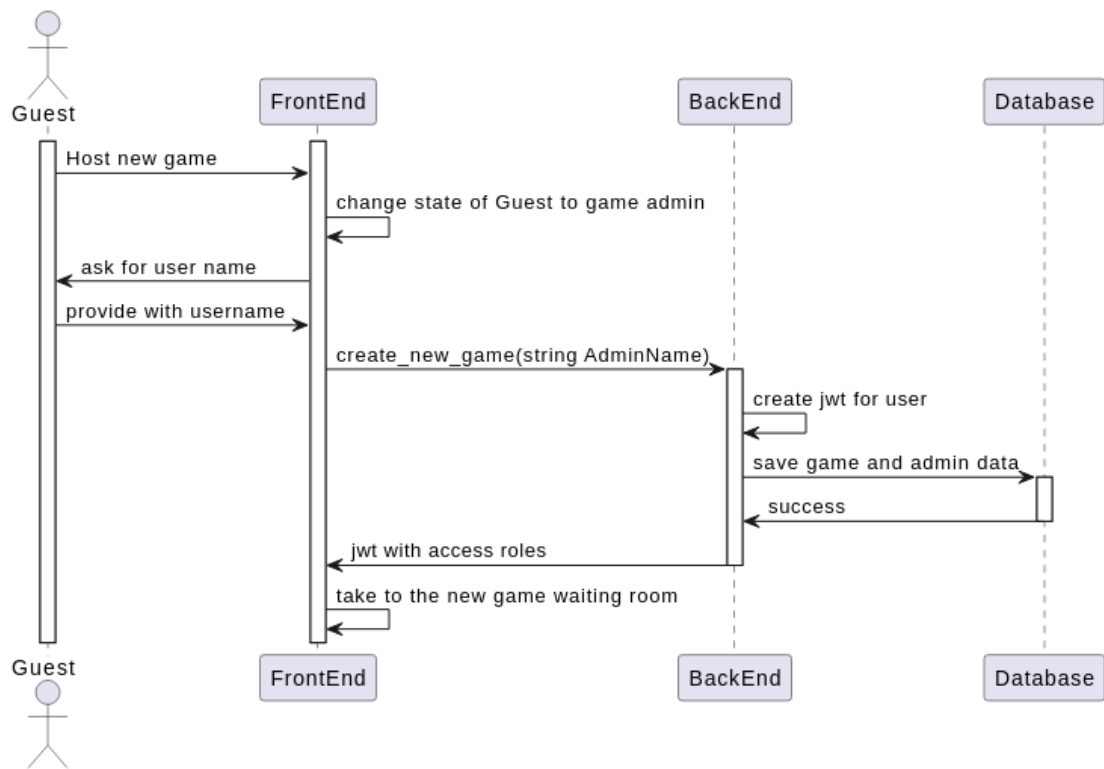


Figure 1.4: host new game guest usecase detailed sequence diagram