

Object Oriented Software Design

CSE 3063 Project #1

Requirement Analysis Document

Requirement Specification Vision

Monopoly is a board game that plays with minimum 2, maximum 8 players. We have revised this game using Java Programming Language. The user run the code and the game starts. The rest of the game will otomaticly plays by stimulated players. Game will continue until one player remains.

Scope

The Monopoly is a game in which players take turns and with the help of two equal dices make moves around a square-shaped game board. The game board consists of 40 squares that have specified functions or meanings for the game mechanism. The game should be played minimum two players and maximum eight players. Each player starts their turn by rolling the dices and then move on as sum of the dices. The game runs itself. All players are stimulated which plays the game. After each cycle and turn, the actual state of players will be displayed from the console.

Stakeholders

Murat Can GANİZ(Customer)

Serap KORKMAZ(Customer)

Emre YİĞİT

Furkan Kemal DÖNMEZ

Berk YILDIZ

Mustafa SELİMOĞLU

Glossary of Terms (Alphabetically Listed)

Dices: Equal sized and shaped plastic cubes, which the game can be played by shaking and throwing from one to six.

Board: The board that contains 40 squares include tax squares, go square and empty squares.

Money: The numerical values that each player has, and the foremost feature of the game to decide who won/lose.

Piece: A symbol that belongs to the player, which can be a car, hat, gun etc. represents him in the game.

Player: A simulated person who plays the game and take actions.

Square: The places that properties, cards and starting point are located, players can move on them.

Go Square: The square that each player locates at the starting of the game, players earn moneys when they passed over it.

Tax Square: The square that has specified function, this square make players lose money.

RailRoadSquare: The square that has specified function. This square can be bought by user.

Card: There are 5 type cards which has many specific functions.

UtilitySquare: The square that has specified function. This square can be bought by user.

Use case

User runs the application .

1. At the beginning, User is supposed to enter number of players, start money, go square money, number of dice and tax square amount.
2. Players names and pieces are randomly initialized .
3. Players are automatically tossing dice,moving.
4. When a player come a tax square, player supposed to give money for tax.
5. When a player come go square, player supposed to earn money.
6. When a player come a Rail Road, Utility or Town Square player supposed to give money for rent.
7. When a player has no money, it will eliminate from the game.