

A PROJECT REPORT ON

MONOPOLY BOARD GAME

TEAM

Muhammet Şeramet ([github/serametmuhammet](https://github.com/serametmuhammet))

Tolga Savaş ([github/tolgasavascse](https://github.com/tolgasavascse))

About the Monopoly Board Game

Monopoly is a board game where player's roll two six-sided dice to move around the game-board buying and trading properties, and develop them with houses and hotels. It is to be implemented in Java. The object of the game is to by property and strategically manage finances. The object of the game is to bankrupt the other players.

Rules of the monopoly:

1. At the beginning of the game, each player rollers the dice. The player with the highest number goes first.
2. When a player moves to a property tile, player has the option to buy the property.
3. Once the player owns a property tile, any other player who lands pays that player rent according to stated value.
4. Once a player owns a group of properties (indicated by color), they can not only change higher rent, but also are allowed to build houses and hotels on a property.
5. Each house increases rent.
6. A hotel can only be built ones 5 houses are built on ONE property.

Other monopoly components include:

1. The "Start" space is where each player starts from this space. Every time passed, each player receives 200M.
2. The "Go To Jail" space penalises a player by putting them out of the game for up to 3 turns, unless the player pays a 50M fee.

About the PROJECT

Requirement Specification Vision and Scope

The aim of the "Monopoly Game Project" is to create a JAVA based object-oriented implementation of the Monopoly Board Game. The game will run as a simulation where necessary parameters like number of the players is taken from the observer.

This project developed by a team of three members. Members are as follows:

- Muhammet Şeramet – 150115069
- Tolga Savaş – 150115004

The project will have three steps. It will change and develop in each step depending on the demands and feedback of the costumer. Requirements and feedbacks will be listed in each step. Feedback will be analyzed after every step and changes will applied to the project.

System Constraints

- Will run on any Java based platform.
- Will run as a simulation on the console with any device that has Java Runtime Environment installed.

Stakeholders

- Murat Can Ganiz (Collaborator)
- Berna Altinel (Collaborator)

Glossary of Terms

- Board: a playground which has 40 spaces.
- Deck: deck of cards for money prizes and punishments.
- Hotel: subclass of the property
- House: subclass of the property class
- Land: subclass of the property class
- Monopoly: a game which is played on the board with two dies.
- PairOfDice: an object which creates random values for the player.
- Player: a gamer who plays the game.
- Property: each building on the space
- Space: every single spot which has a unique specialty
- Station: subclass of the property class

Technologies & Control Mechanisms

- IntelliJIDEA
- Eclipse
- Github