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| **CSCI 498C Elements of Games and Game Development**  **Assignment #4** |

# Assignment #4 – Object Design, Monopoly

The purpose of this assignment is to explore the development of a game using Object Design with CRC cards. This will be accomplished by developing CTC Cards for a computer version of Monopoly using the standard rules. Game players may be a human or AI.

**Background**

Monopoly is a popular game that has been in some form for over 100 years. It has had many tabletop and computer versions developed over the years. It’s hoped that most of you are familiar enough with the game to immediately start exploring a class structure.

**Assignment Requirements**

Develop a set of CRC cards for a computer version of the game Monopoly which may have human or AI players. Also develop a class diagram showing the class relationships for your final CRC design. The game should use the standard rules to Monopoly that can be found at <http://monopoly-game.net/Classic_Monopoly_Rules.html>. Your work should be documented to explain why you made your specific class decisions.

**Deliveries**

A single word document that includes CRC cards for each of your classes, descriptions of why you finally decided on the specific classes, and a class diagram showing the relationship between the classes.