



**MARMARA UNIVERSITY
FACULTY OF ENGINEERING
COMPUTER ENGINEERING DEPARTMENT
CSE3063 OBJECT ORIENTED SOFTWARE DESIGN**

**MONOPOLY GAME PROJECT
ITERATION 1 – REPORT**

INSTRUCTOR: MURAT CAN GANİZ

**Oğuzcan ÇELİK 150114062
Ali İbrahim MERCAN 150115038**

Requirement Specification

Vision

We are going to do a monopoly game project for our Object Oriented Programming lecture. Monopoly game will not be graphical game it will be a text-based game.

Problem Statement

We are asked to do a Monopoly project for the Object Oriented Programming lecture so we need to do for the mark.

Scope

The Monopoly Game will provide the following high level functionality:
The people who plays the monopoly can have imaginary estates and money.
The players can go jail and wait for a turn when they landed on the goToJail square.

If the player lands on an estate which belongs to other player he has to pay the rent.
The ability for players to slightly satisfy his/her becoming estate-contractor wishes.
The ability for the players to bankrupt their friends and enjoy this while they are completely broke.
The ability for the players to have fun.

System constraints:

- * Will run within a command line so we only need to code to run it.
- * Will provide a text-based interface.

Stakeholders

Murat Can Ganiz (Lecturer)
Berna Altinel (Lecturer Assistant)
Ali İbrahim Mercan (Programmer)
Oğuzcan Çelik (Programmer)

Glossary of Terms (Alphabetically listed)

Board – Game area which includes the squares.
Estate – Imaginary places which can be owned by the players
Jail – The place where player should stay for a turn when they landed the goToJail square or they get a go to jail card.
Square – a place where players can land and do some actions when on it.

Use Cases

Actors: User, Monopoly System

Precondition: Need a jdk to run the Java code

1. User runs the code
2. User will get an input place where they should determine the number of players between 2-8.
3. User has to enter the names of the players
4. Dice are thrown by the computer.
5. Computer will continue the process

Alternatives

- 2a. If the user enters the player of numbers less than 2 or more than 8.
 1. User will get warning to enter the proper number of players