

Monopoly Game

Requirements Analysis Document (RAD)

Purpose of the system

Monopoly is a board game where players roll two six-sided dice to move around the game board, buying and trading properties, and developing them with houses and hotels. Players collect rent from their opponents, with the goal being to drive them into bankruptcy.

Scope of the system

1. There is no set number of notes but there is plenty and if you should ever run out you can just make more. Although there is about 80 each of \$1's, \$5's, and \$10's. There is about 95 \$20's. Finally there is about 45 each of \$50's, \$100's, and \$500's. Each player gets five each of \$1's, \$5's, and \$10's. Six \$20's and two each of \$50's, \$100's, and \$500's
2. There are 16 Community Chest and 16 Chance card that are NOT to be reshuffled during game play.
3. There should be 28 title deeds. 3 of each color besides the railroads(4), the utilities (2), the dark purples (2), and the dark blues (2).
4. There should be 11 tokens
5. There should be EXACTLY 32 houses and 12 hotels NO more NO less!

Glossary of Terms (Alphabetically Listed)

Chance: This is the middle of the middle of the chance we should draw cards and draw the card.

Enter Jail: Go to jail in this house.

Free Parking: When you come to the free autobar, nothing changes.

Game over: The person who doesn't have anything goes bankrupt and gets out of the game and the remaining player wins.

Jail: Stop at this house when you should get into the garage. There are 3 ways to get out
Wait for 3 laps and exit this 3 rounds without making any money. Paying a certain amount of money In Get Out of Cod lar where the chance cards will be selected.

Public Fund: This is the middle of the middle of the public fund cards that we come to the drawer and the card does not do the writer.

Round: All the players taking one turn

Starting Point: Players start the game from this digit. From the starting point, we are based on a salary in your transition.

Turn: A player rolling the dice and moving the piece

Use Cases

Level: User goal

Primary Actor: Observer

Stakeholders and Interests:

-Observer: Wants to easily observe the output of the game simulation.

Main Success Scenario:

1. Observer requests new game initialization, enters number of players.
2. Observer starts play.
3. System displays game trace for next player move

Repeat step 3 until a winner or Observer cancels