Bilkent University

Department of Computer Engineering

CS319 Group 1E

Final Report

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Table of Contents

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1- Introduction

We have implemented the event cards, animations for the pawns, and dice along with the sound effects that we promised to implement. Our game is working and allows players to experience a full Monopoly experience. However, the multiplayer support of the game is missing.

2- Lessons Learnt

During the implementation we learnt the importance of team work and proper communication.

3- Users Manual

Software itself is pretty simple and user-friendly. A new game can be created by clicking the “Play” button on the main menu. Users can turn the volume of the music down or up by first clicking the volume button that is on the top right and then setting the slider. The game does not require any input from the keyboard so players can play with a mouse or a touch pad. Once the “Play” button has been clicked, it's going to be orange pawns turn first and then yellow, green and blue. To see the properties of the owner of a certain pawn, users need to drag their mouses to the color labels that are on the right top of the game.

4- Build Instructions

Our version of Monopoly is a Java based game so that it needs a JRE(Java Runtime Environment) to be installed in the user's device. Minimum version required for Java is 9.0.2. The game does not require any input from the keyboard so players can play with a mouse or a touch pad.

3.1.System Requirements

Download and run monopoly.jar to execute the game. Also, the program can be compiled and ran through a Java IDE. Monopoly is a game which is implemented in java. For this reason, Java Run Environment(JRE) must be installed before playing the game. You can download it from http://www.oracle.com/technetwork/java/javase/downloads/

Minimum System Requirements:

- Windows XP or Mac OS X Snow Leopard
- Pentium 2 233 MHz CPU or higher.
- 256 MB of RAM or higher
- Screen resolution: 800x600
- Recommended system requirements:
- Windows 10 or macOS Sierra
- Intel i5 2 GHz CPU or higher
- 1 GB of RAM or higher.
- Screen Resolution: 800x600

5- Work Allocation

- Hassam wrote a lot of code for the game.
- Hassam drew sequence diagrams.
- Hassam drew state diagrams.
- Hassam drew activity diagrams.
- Hassam drew the hardware/software diagram and wrote the explanation for it.
- Hassam contributed to the writing parts of the Analysis and Design reports.
- Pınar wrote a lot of code for the game.
- Pınar drew sequence diagrams.
- Pınar drew an activity and a state diagram.
- Pınar drew a use case diagram.
- Pınar drew the subsystem decomposition diagram and wrote the necessary explanation for it.
- Pınar drew a class diagram.
- Pınar contributed to the writing parts of the Analysis and Design reports.
- Arnisa wrote a tester for the game logic.
- Arnisa contributed to the writing parts of the Analysis and Design reports.
- Arnisa and Ege wrote the skeleton code for the game logic.
- Ege drew the initial class diagram and explained every method in the reports.
- Ege drew a use case diagram.
- Ege worked on the card strategy design pattern code.
- Furkan drew the activity diagram and a state diagram.

- Oğulcan made the volume and help buttons.
- Oğulcan designed a UI for the Analysis Report.