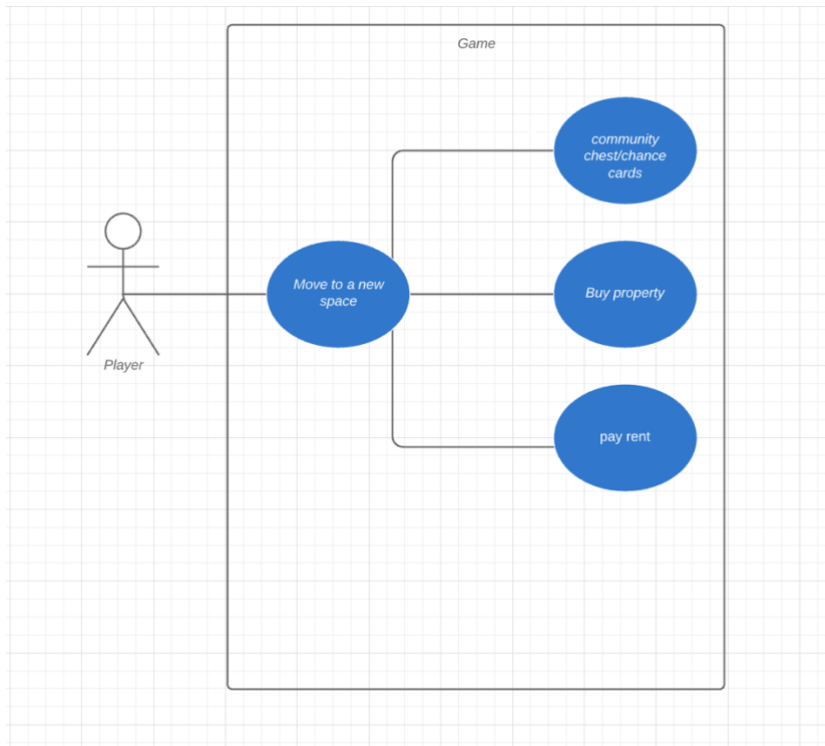


# User Manual

Our group created an interactive, multiplayer Monopoly boardgame using Java and JavaFx. The game allows 2-4 players to use their own computers and compete against one another, moving around the board and interacting with different spaces. One player is the host and gives the IP address and port number of the game to the other players who would like to join. Each of these players enters in the IP address and port number and waits until the host player accepts them, starting the game for everyone. Each player begins the game with \$1500 in their bank account, and their turn begins when the roll button is available. After rolling two dice, the player is moved that many spaces and has to interact with the space, whether this be purchasing it if they choose, paying rent if the space is already owned, or drawing a Community Chance or Chest card. Each player goes around taking their turns and making decisions about whether they would like to purchase spaces or not—thus creating their “monopoly”. The game ends for individual players once they run out of money, and the winner is the last player to remain non-bankrupt.



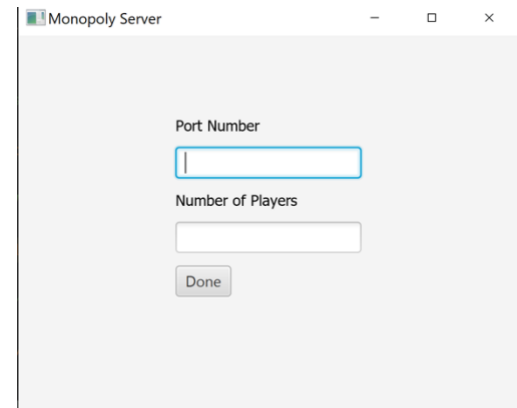
## Instructions

To begin the game, run the monopoly.jar file located in the dist folder. A window will pop up that prompts you to choose whether you would like to host or join a server. Select the appropriate button and you will be rerouted to one of the following two screens.

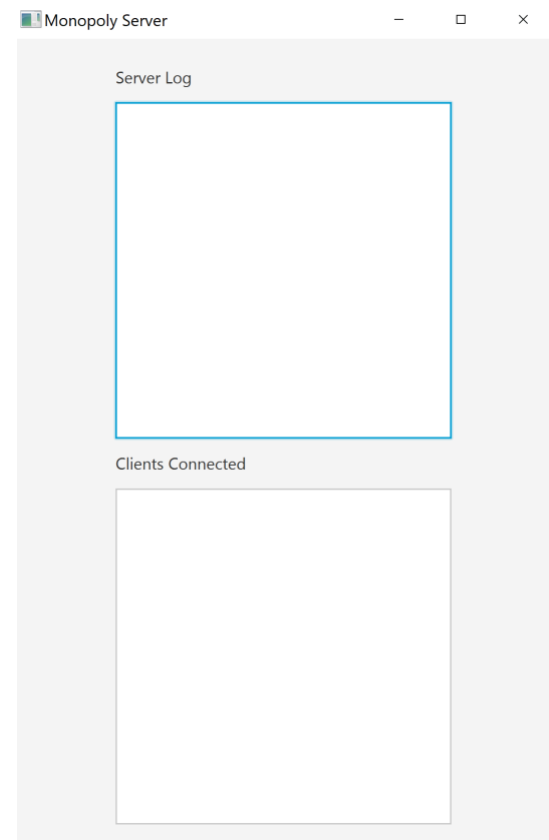
### *Host*

A window pops up and asks the user to enter their port number and the number of players joining the game. An IP address appears in their console, which is to be given to the other players along with the port number.

A screen then pops up for the hosting player that allows them to see who has connected. As players connect, the Clients Connected window will be filled with the players name along with their IP address. After this point, the host has to do nothing else with the server as the rest of the game is played only through the clients applications.



A screenshot of a Java Swing window titled "Monopoly Server". It contains two text input fields: "Port Number" and "Number of Players". Below these fields is a "Done" button. The window has standard OS window controls (minimize, maximize, close) in the top right corner.

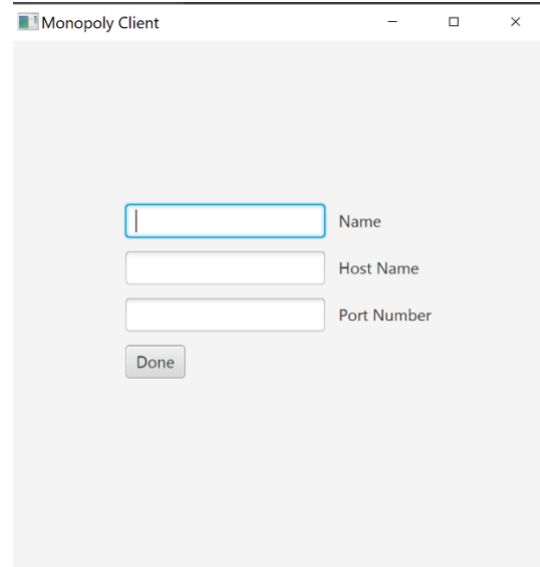


A screenshot of a Java Swing window titled "Monopoly Server". It displays two large rectangular areas: "Server Log" at the top and "Clients Connected" at the bottom. Both areas are currently empty, indicating no data has been logged or connected yet.

## *Join*

When you select to join a server, the following window will appear.

The players enter in their names and the host name (IP address) and port number given to them by the hosting player. This takes them to a waiting screen, where they wait until the hosting player begins the game. The game screen pops up for all players, and when it is each player's turn the "Roll" button becomes available.



The screenshot shows a window titled "Monopoly Client" with standard window controls (minimize, maximize, close). The window contains a form for joining a server. It has three text input fields stacked vertically, each with a label to its right: "Name", "Host Name", and "Port Number". The "Name" field is currently active, indicated by a blue border and a cursor. Below the input fields is a "Done" button.