

REQUIREMENT SPECIFICATION DOCUMENT FOR OOP PROJECT

Alperen BAYAR 150115031

Büşra YAĞCI 150115057

Oğuzhan YİĞİT 150115042

VISION

We are designing a monopoly game with Java Language which is object oriented programming language. 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.

PROBLEM STATEMENT AND SCOPE

In game board there are 40 blocks. Start, Jail(2 Block (Jail,Exit Jail)), City(35 Block), LuckyCard (2 Block). But we created only ten blocks for the first step. You can play the game with a minimum of 2 players and a maximum of 4 players.

To start the game the program takes the total number of players and names from the user. Initially, all users have \$ 1500 by default.

The game is moving forward with the dice. When it comes to you, two dice are thrown.

As many times as the pawn is clocked, so many digits are advancing.

When you come in box program will ask you are you want to buy this location or not.

If player select yes , location owned this player and players cash reduced by locations price.

If player select no game turns next player. When you enter a location which is owned, you must pay rent to locations owner.

Your balance is running low and your opponent's balance is increasing by rent price. If someone goes bankrupt, the game is over.

SYSTEM REQUIREMENTS

We use IntelliJ because;

- Easy commit and push(Github Sync)
- Creating UML diagrams easily.

- Autocompletion
- Github for group works.
The version we use Java 8.

STAKEHOLDERS

- Alperen BAYAR
- Büşra Yağcı
- Oğuzhan Yiğit
- Murat Can Ganiz(Teacher)
- Berna Altinel

GLOSSARY OF TERMS

Block: blocks which pawn travels

Dice: determine how far the proceed

LocationCity: Boxes which have cities

LocationinJail: Boxes holding jail entrances and exits

LocationLuckyCard: If you are in this box you must use luckycard.

LocationTaxAdmin: Tax administration