Object Oriented Software Design Project – Monopoly

Requirement Analysis Document

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We design a Java based Project to simulate well known board game Monopoly so that the user can observe how the game works.

1. Scope

The Monopoly Simulation will provide following functionality :

The ability for a player to move on board

The ability for observer to see what is currently happening on the game.

1. System Constraints

We will run the Project with a Java Runtime Environment and that is the only needed requirement to execute Monopoly Simulation.

We will not provide a Graphical User Interface, instead of, we will provide a script-based program that does not allow anything to intercept process.

1. Stakeholders

Murat Can Ganiz(Customer)

Ömer Cem Ağaoğlu(Programmer/Analyst)

Erkan Güngör(Programmer/Analyst)

Tolga Erbaş(Programmer/Student)

1. Glossary of Terms(Unalphabetically Listed)

Player: a code based character based on a real life monopoly player

Board: a code based object based on real life monopoly game board.

Dice: an object that has six faces that contains numbers 1 to 6.

Square: 1 of 40 equal parts of board

1. Use Cases

User executes the simulation

Actors: User, Monopoly Simulation

Precondition: None

1. User executes simulation

2. Program asks user to enter number of players

2a. If given number of inputs is according to rules, program asks user to give number of iterations to perform simulation.

2b. If not, return to 2.

3. Program creates players, board and dice.

4. The player that whose turn it is now throws dice.

5. Player moves it’s piece according to sum of two dice.

6. If it is double, return to 4.

7. Return to Step 4.

8. If all players played their turns, return to Step 4.

9. If all iterations ended, terminate the game.