

HELPER DOCUMENT

Utsav Goel(2020A7PS0984P)

Risheet Aggarwal Mehta(2020A7PS1201P)

Classes Used

- 1) Board – It contains layout of the board. Station name , Station address ,player movement all are managed by Board Class.
- 2) Die – This class uses Random method to get a positive integer output below integer 7 .
- 3) Money – This Class consists all the operations that can be performed on Money like add , subtract and also this class tells if the player is bankrupt or not.
- 4) Monopoly – This class contains the main class() . This class gets the number of players from the user and if possible to player with those number of players game starts and terminate whenever someone got bankrupt or become most rich .
- 5) Player – This class consists of all the information about player for example the position of player , the money it posses and whether the player is bankrupt or not.
- 6) Square – This is the parent class of Special Squares, jailSquare , GoToJailSquare, GoSquare , HouseSquare , Vacation Square, Chance and Community Chest.
- 7) Special Square – Non- purchasable squares such as Airport, Sea shore, Beach etc are placed under this category whenever some one visit these Square , a certain amount is deducted in the for of rent to stay there.
- 8) Vacation Square – This class inherits Square class and uses addMoney() ,as it adds some amount to the player who visits it.
- 9) Chance – It's a Bonus square. Player gets or lose money depending on after how many turns player reached the Chance square.
- 10) Community Chest - – It's a Bonus square. Player gets or lose money depending on after how many turns player reached the Community square.
- 11) GoSquare – This class inherits Square class and uses addMoney(). When Player reaches GoSquare he gets an amount in reward.
- 12) GoToJailSquare –When player reaches this square , eventually it is directed to jail square.
- 13) HouseSquare – This class inherits Square Class. Whenever a player visits on this square , it checks who owns the square and somebody else already owns it then the player has to pay 0.5*price of the ticket and if it is owned by no one and player has enough amount to purchase the square then a random bollean function decides whether the player will buy the ticket or not.
- 14) JailSquare – This class inherits Square class and uses subtractMoney().To get out of jail, you need to pay some amount.
- 15) Util – This Class consists of print method which prints the player current position and money and also a message in String datatype.

The screenshot shows the Visual Studio Code interface with the Monopoly.java file open. The Explorer panel on the left shows the project structure, including the Monopoly.java file and various game-related classes like GoSquare.java, GoToJailSquare.java, HouseSquare.java, JailSquare.java, Money.class, Money.java, Monopoly.class, Monopoly.java, Player.class, and Monopoly. The Output panel on the right shows the game's progress, including player counts, dice rolls, and game actions.

```

How many people are playing?
Players (2 - 8): 1
How many people are playing?
Players (2 - 8): 9
Error: Invalid player count.
How many people are playing?
Players (2 - 8): 4
Game start!
=====
[Turn 1] [0] [$5000] Player 1 toss a die... Face is 4
[Turn 1] [4] [$5000] Player 1 goes to Welcome to chance
[Turn 1] [4] [$5000] Player 1 is at Chance for the even number of times... Getting 500 money
[Turn 1] [0] [$5000] Player 2 toss a die... Face is 4
[Turn 1] [4] [$5000] Player 2 goes to Welcome to chance
[Turn 1] [4] [$5000] Player 2 is at Chance for the even number of times... Getting 500 money
[Turn 1] [0] [$5000] Player 3 toss a die... Face is 4
[Turn 1] [4] [$5000] Player 3 goes to Welcome to chance
[Turn 1] [4] [$5000] Player 3 is at Chance for the even number of times... Getting 500 money
[Turn 1] [0] [$5000] Player 4 toss a die... Face is 5
[Turn 1] [5] [$5000] Player 4 goes to Welcome to Special Square
[Turn 1] [5] [$5000] Player 4 To stay at this special place pay the rent of 1000
[Turn 2] [4] [$5500] Player 1 toss a die... Face is 5
[Turn 2] [9] [$5500] Player 1 goes to Jade Village
[Turn 2] [9] [$5500] Player 1, do you want to buy Jade Village?
[Turn 2] [9] [$5500] Player 1 buy Jade Village for 501
[Turn 2] [4] [$5500] Player 2 toss a die... Face is 1
[Turn 2] [5] [$5500] Player 2 goes to Welcome to Special Square
[Turn 2] [5] [$5500] Player 2 To stay at this special place pay the rent of 1000
[Turn 2] [4] [$5500] Player 3 toss a die... Face is 6
[Turn 2] [10] [$5500] Player 3 goes to Jail

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[Turn 18] [37] [$95] Player 1 toss a die... Face is 5
[Turn 18] [2] [$95] Player 1 goes to Town White
[Turn 18] [2] [$95] Player 1, do you want to buy Town White?
[Turn 18] [2] [$95] Player 1 don't want to buy Town White
[Turn 18] [23] [$1362] Player 3 toss a die... Face is 5
[Turn 18] [28] [$1362] Player 3 goes to Welcome to Community Chest
[Turn 18] [28] [$1362] Player 3 is at CommunityChest for the odd number of times... gaining 500 money
[Turn 19] [2] [$95] Player 1 toss a die... Face is 6
[Turn 19] [8] [$95] Player 1 goes to City White
[Turn 19] [8] [$95] Player 1, do you want to buy City White?
[Turn 19] [8] [$95] Player 1 don't want to buy City White
[Turn 19] [28] [$1862] Player 3 toss a die... Face is 3
[Turn 19] [31] [$1862] Player 3 goes to Soi 4 House
[Turn 19] [31] [$1862] Player 3, do you want to buy Soi 4 House?
[Turn 19] [31] [$1862] Player 3 buy Soi 4 House for 489
[Turn 20] [8] [$95] Player 1 toss a die... Face is 4
[Turn 20] [12] [$95] Player 1 goes to Soi 4 Dark
[Turn 20] [12] [$95] Player 1, do you want to buy Soi 4 Dark?
[Turn 20] [12] [$95] Player 1 don't want to buy Soi 4 Dark
[Turn 20] [31] [$1373] Player 3 toss a die... Face is 6
[Turn 20] [37] [$1373] Player 3 goes to House Village
[Turn 20] [37] [$1373] Player 3, do you want to buy House Village?
[Turn 20] [37] [$1373] Player 3 buy House Village for 683
[Turn 21] [12] [$95] Player 1 toss a die... Face is 2
[Turn 21] [14] [$95] Player 1 goes to Welcome to Community Chest
[Turn 21] [14] [$95] Player 1 is at CommunityChest for the even number of times... losing 500 money
[Turn 21] [14] [$-405] Player 1 has been broke out!
=====
Player 3 is won by don't brokeout!
Game over!

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If the number of players are more than 8 or less than 2 the program asks for the “Number of players again “ with an error message. If the Number of players are within the range then Game starts and gives the winner of the game at last and also shows how the game proceeded in the due course.