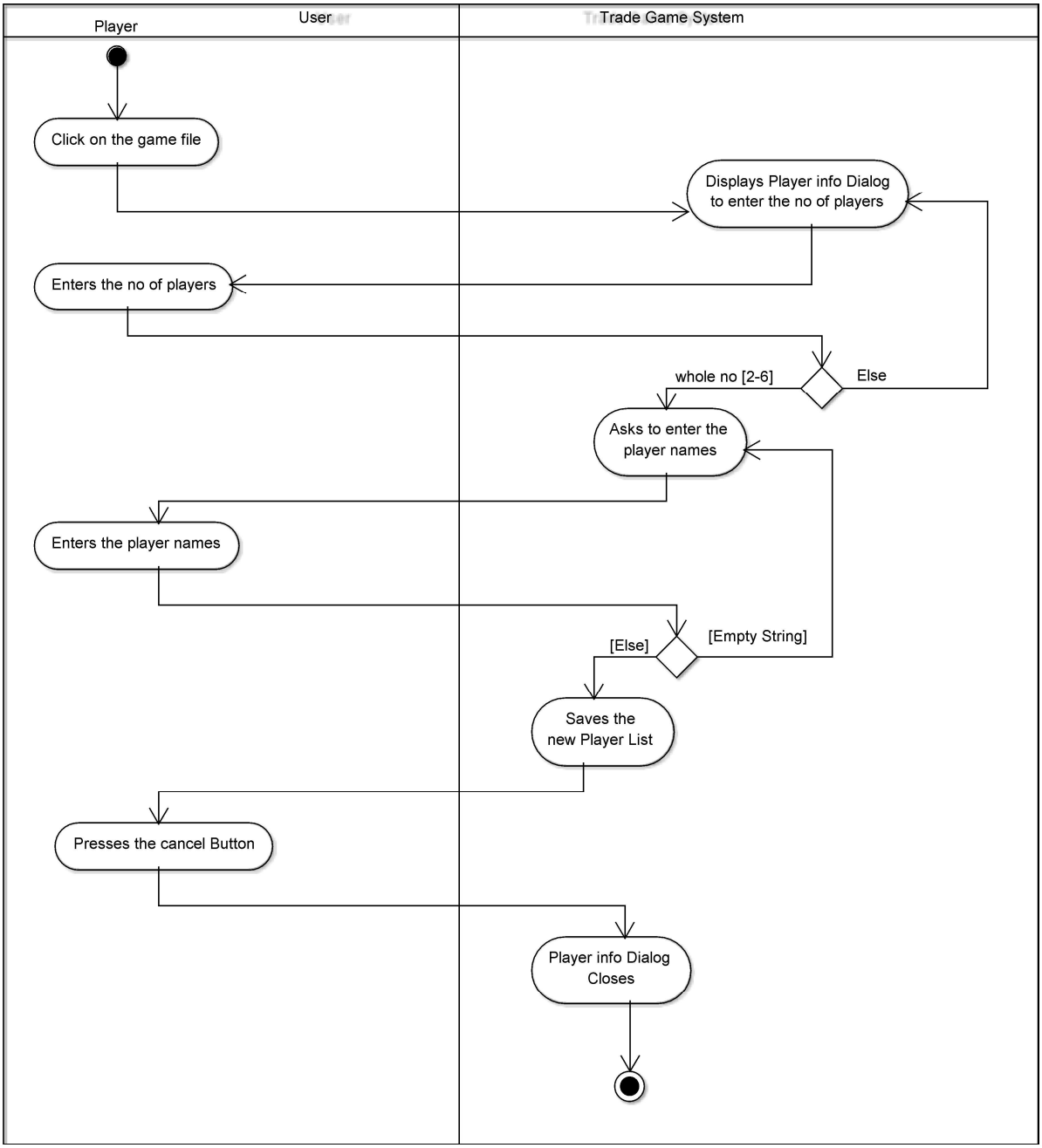
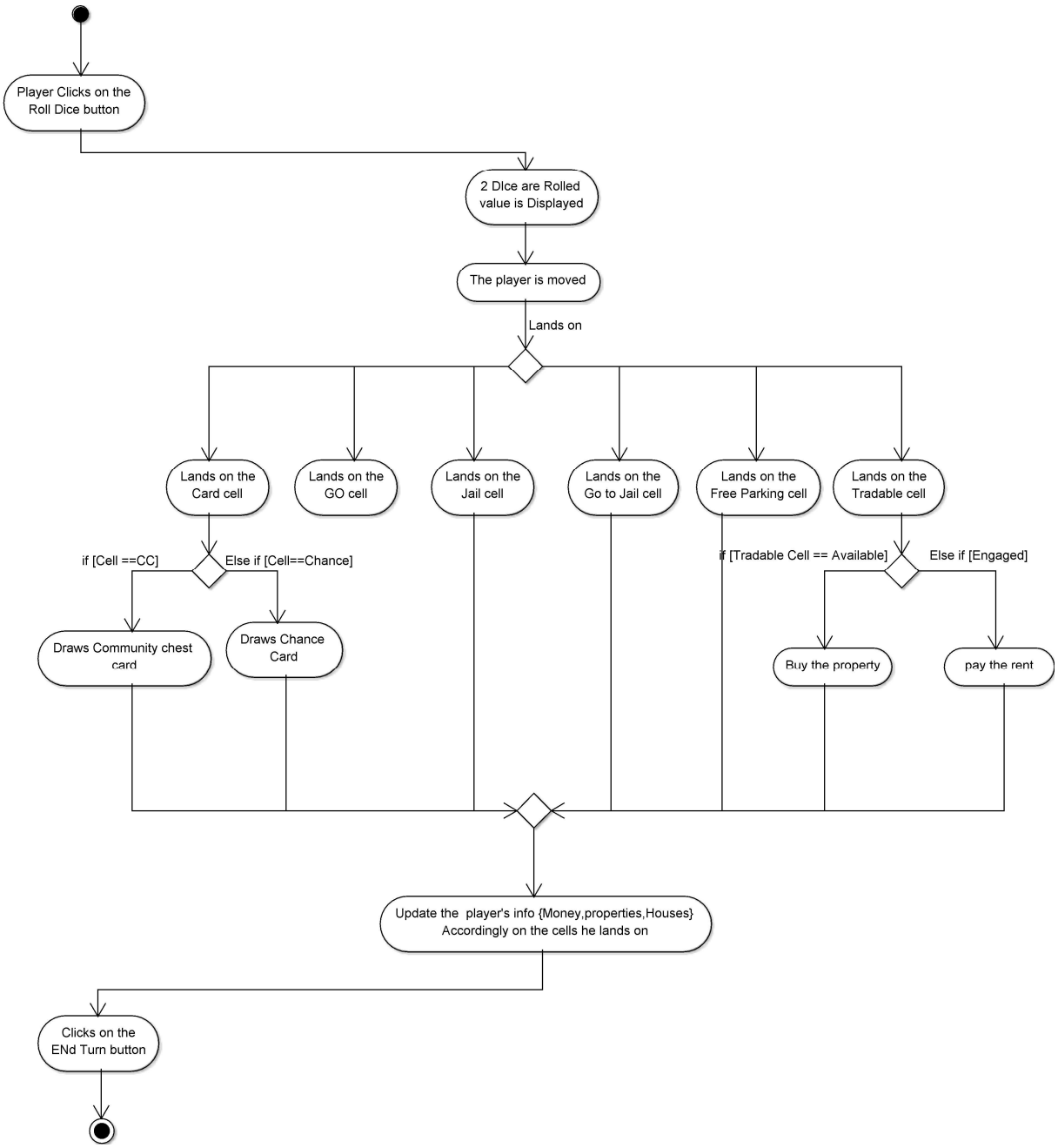
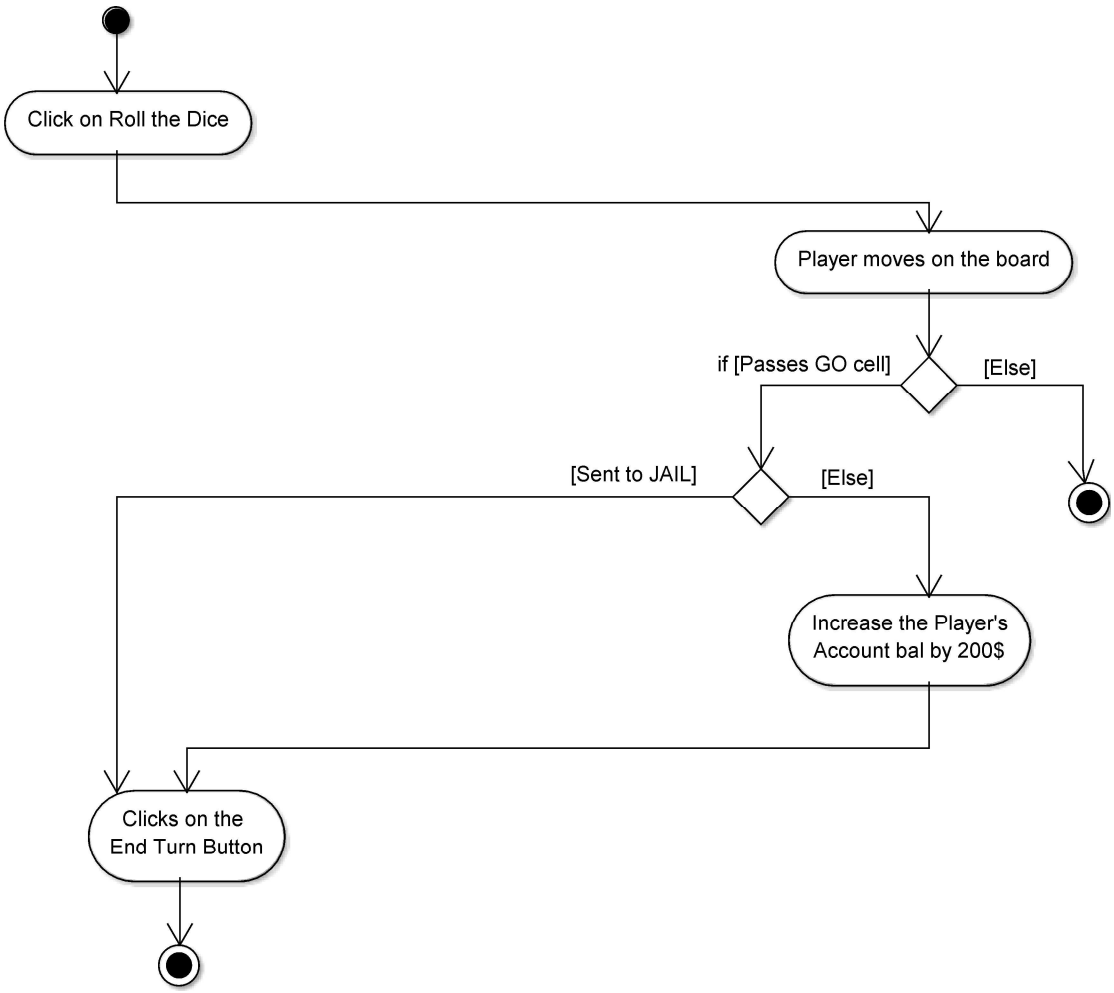
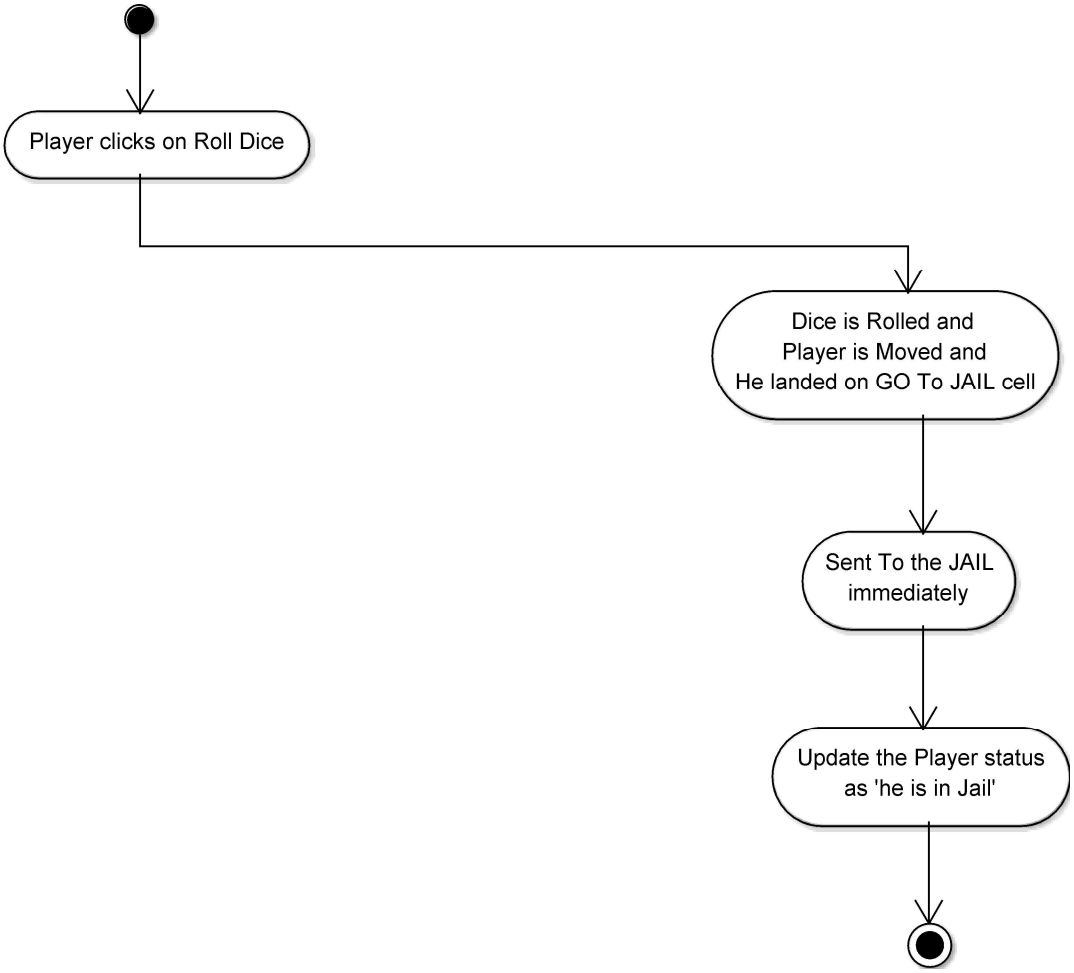
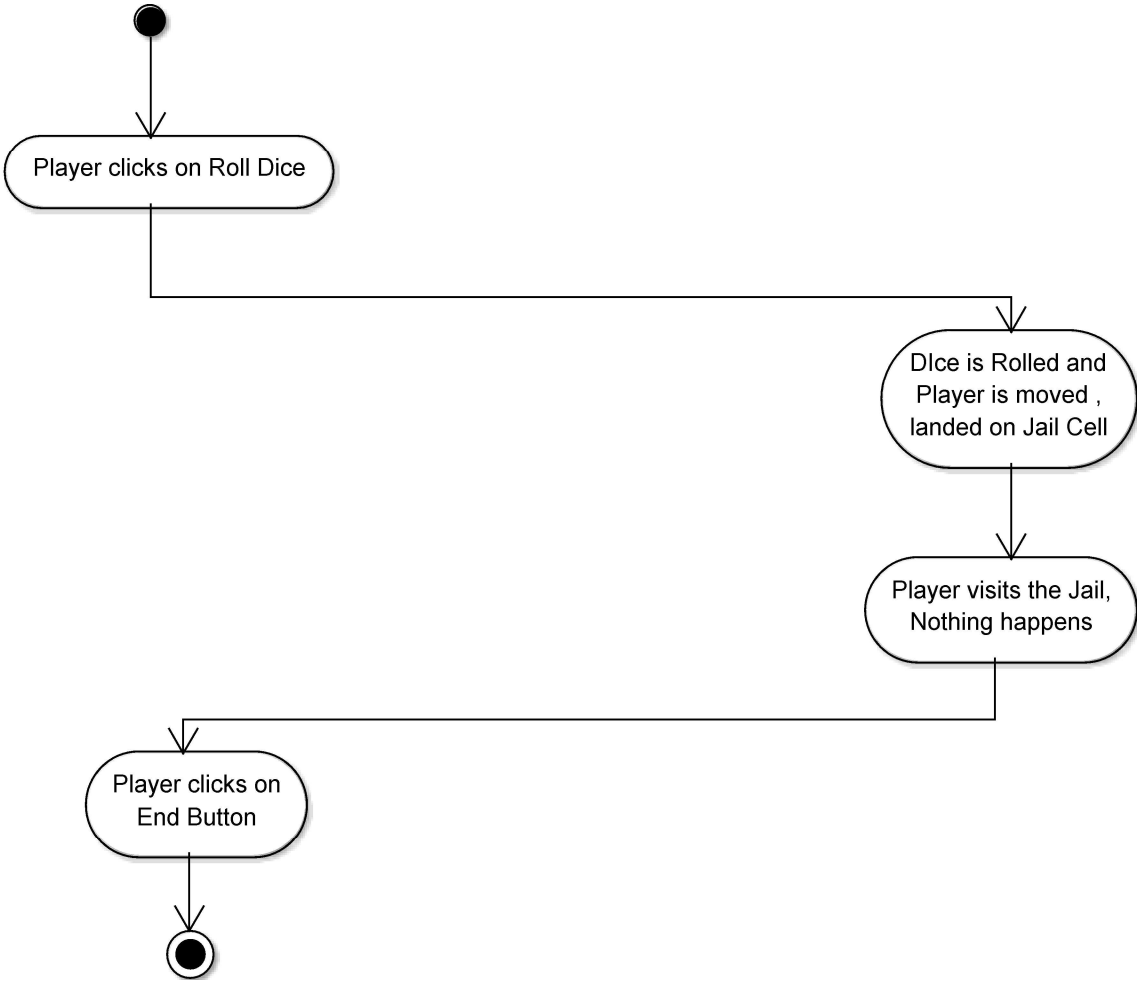
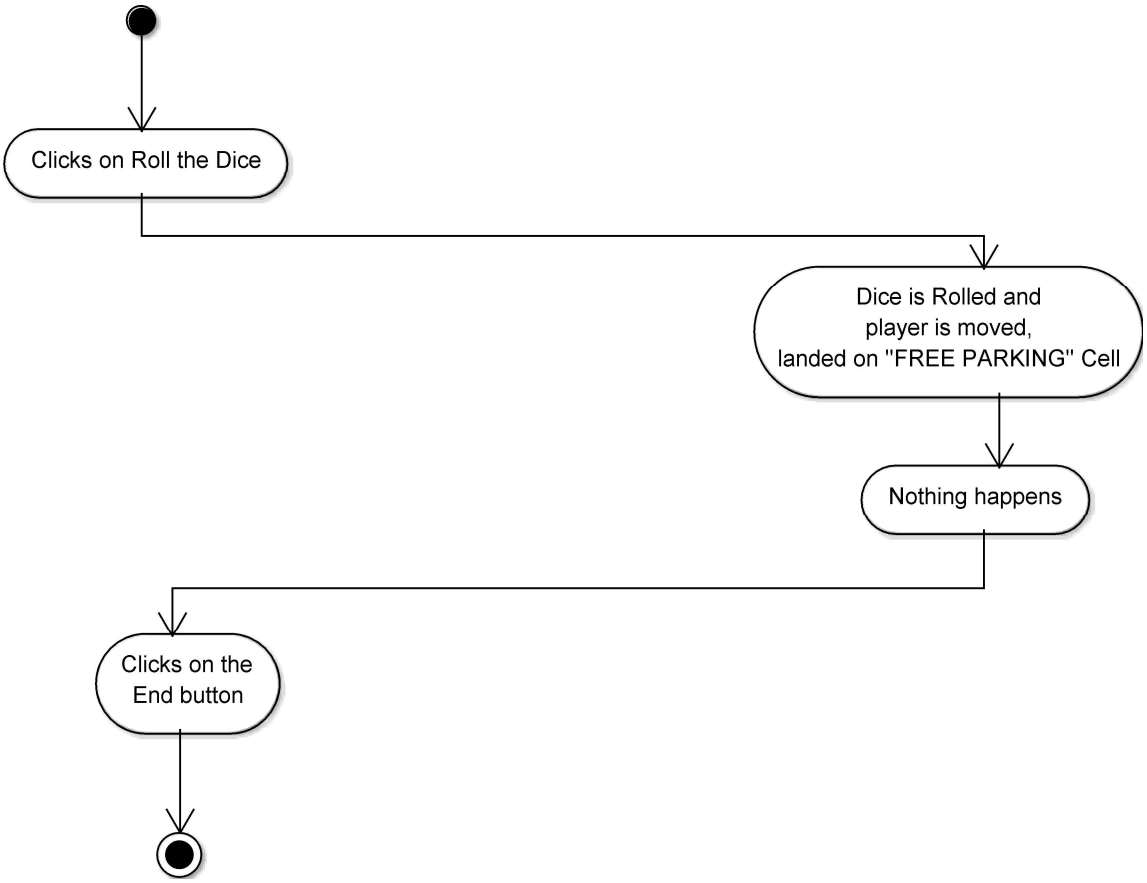

Player
User
Trade Game System
Click on the game file
Displays Player info Dialog to enter the no of players
Enters the no of players
whole no [2-6]
Else
Asks to enter the player names
Enters the player names
[Else]
[Empty String]
Saves the new Player List
Presses the cancel Button
Player info Dialog Closes

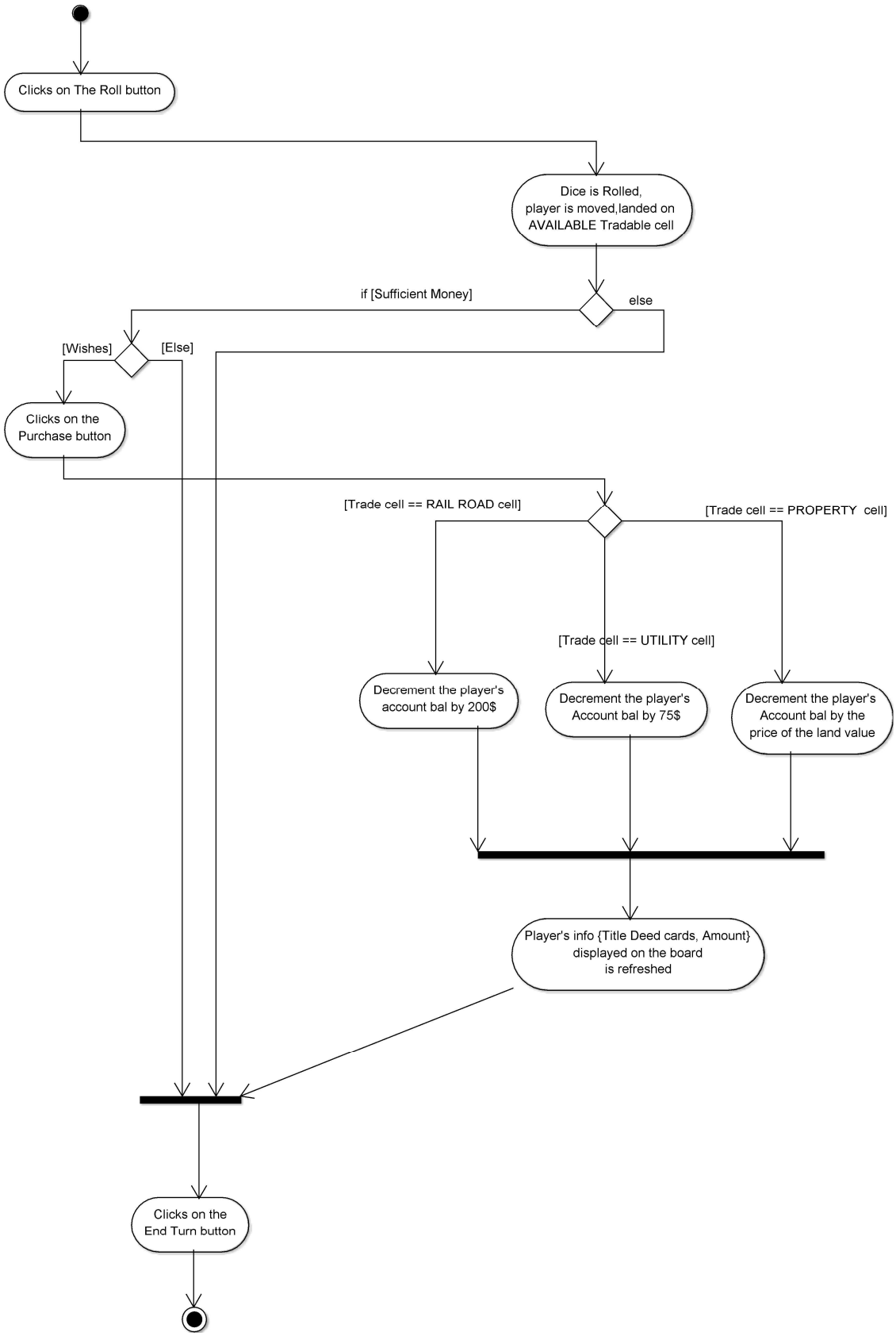

Player Clicks on the Roll Dice button
2 DIce are Rolled value is Displayed
The player is moved
Lands on
Lands on the Card cell
Lands on the GO cell
Lands on the Jail cell
Lands on the Go to Jail cell
Lands on the Free Parking cell
Lands on the Tradable cell
if [Cell ==CC]
Else if [Cell==Chance]
if [Tradable Cell == Available]
Else if [Engaged]
Draws Community chest card
Draws Chance Card
Buy the property
pay the rent
Update the player's info {Money,properties,Houses} Accordingly on the cells he lands on
Clicks on the ENd Turn button

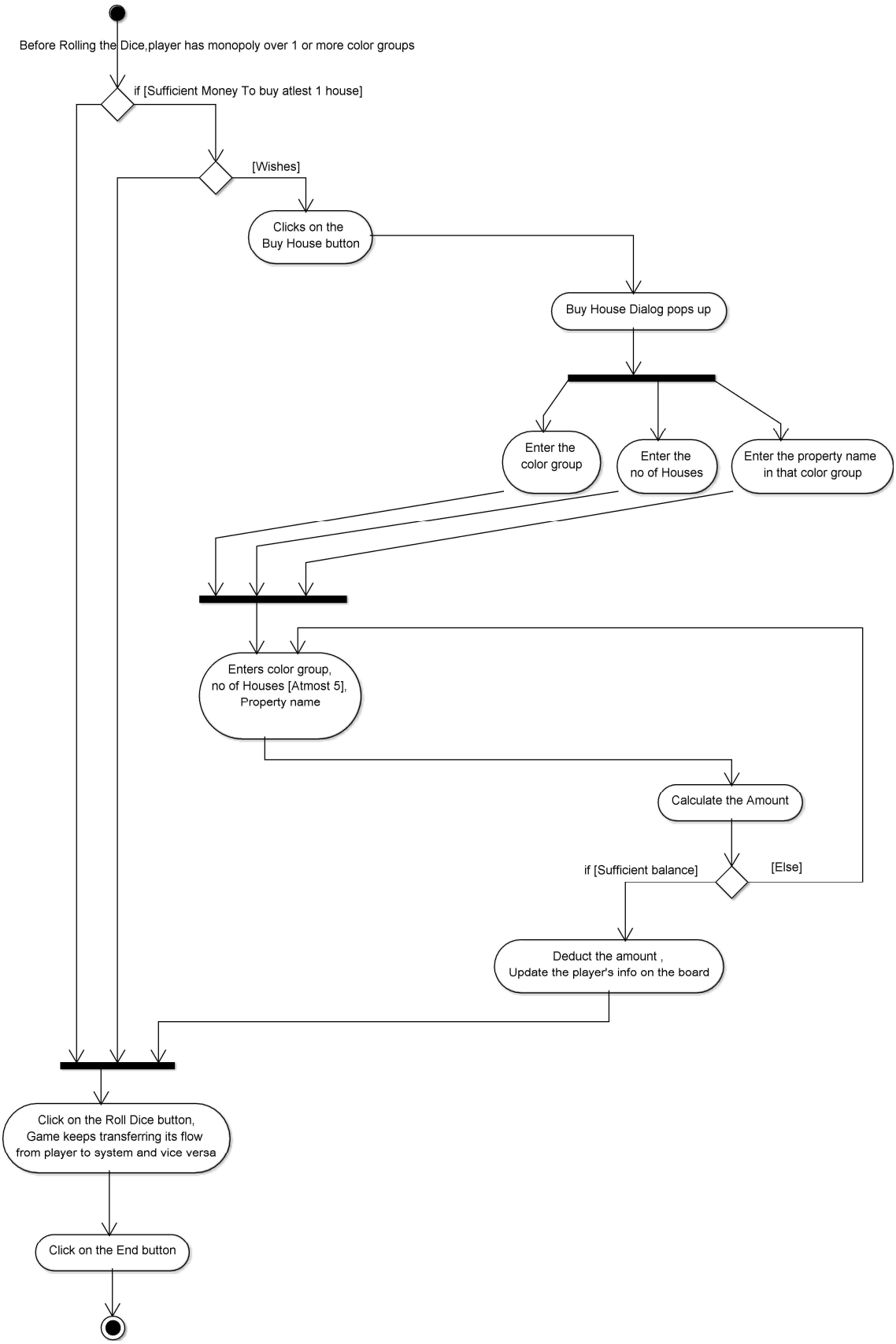

Click on Roll the Dice
Player moves on the board
if [Passes GO cell]
[Else]
[Sent to JAIL]
[Else]
Increase the Player's Account bal by 200$
Clicks on the End Turn Button

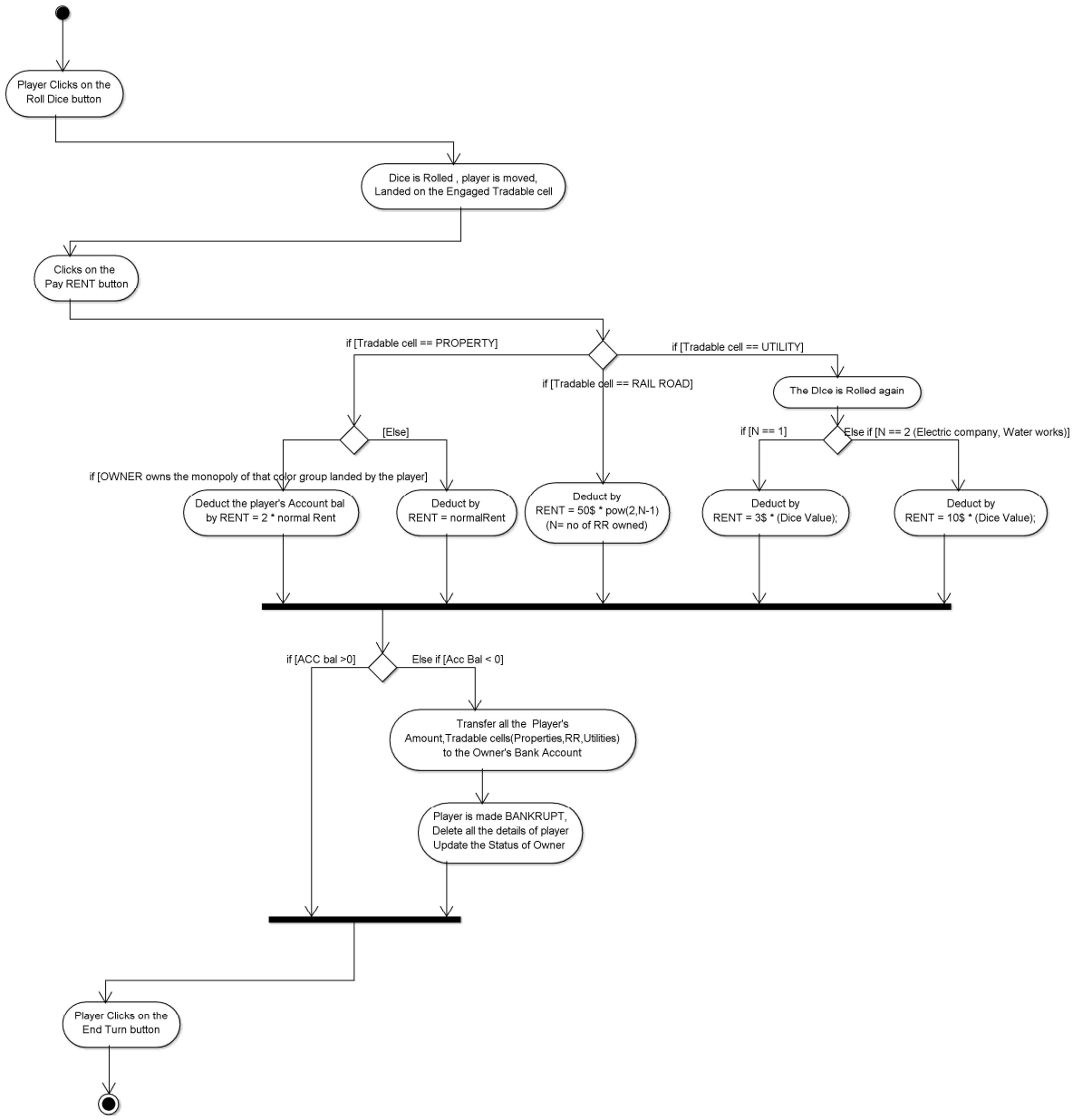

Player clicks on Roll Dice
Dice is Rolled and
Player is Moved and
He landed on GO To JAIL cell
Sent To the JAIL
immediately
Update the Player status
as 'he is in Jail'

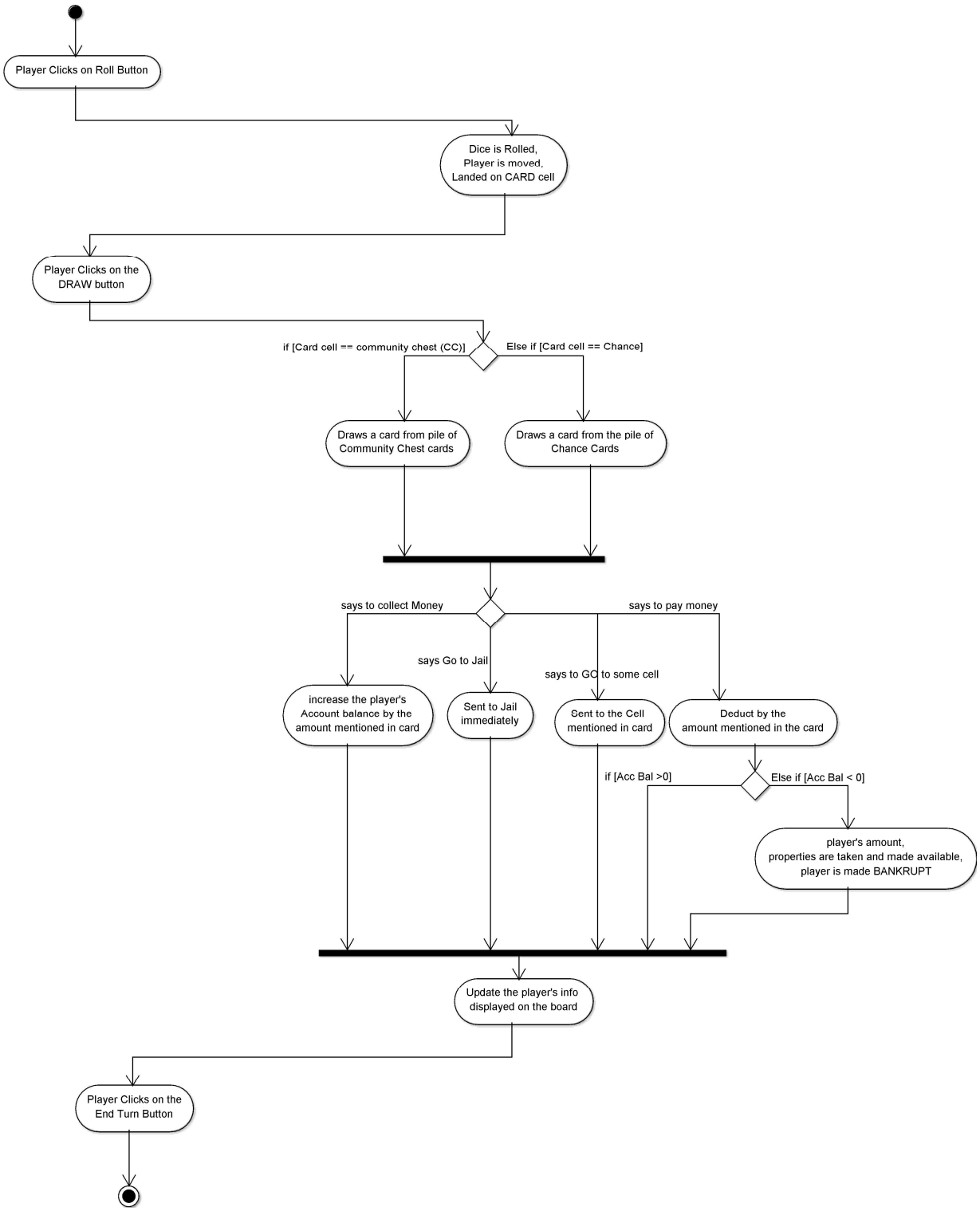

Player clicks on Roll Dice
DIce is Rolled and Player is moved , landed on Jail Cell
Player visits the Jail, Nothing happens
Player clicks on End Button

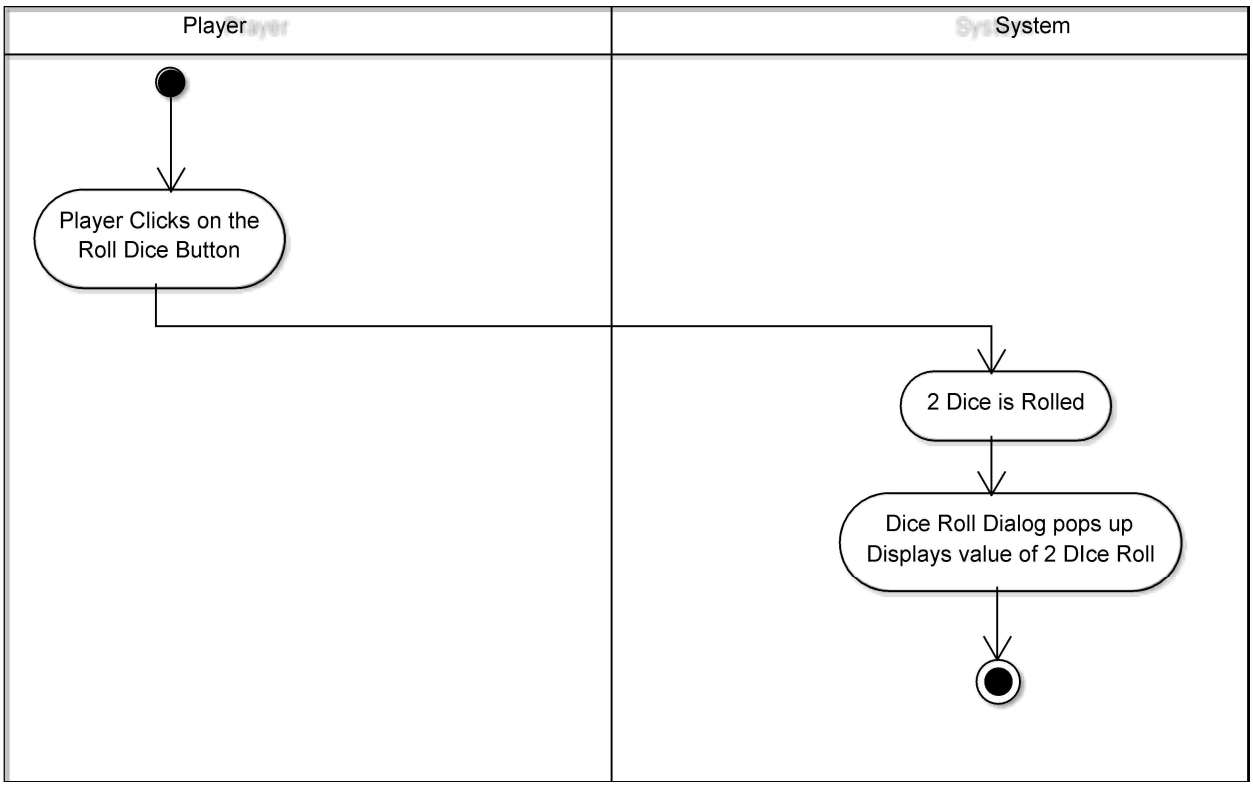

Clicks on Roll the Dice
Dice is Rolled and
player is moved,
landed on "FREE PARKING" Cell
Nothing happens
Clicks on the
End button

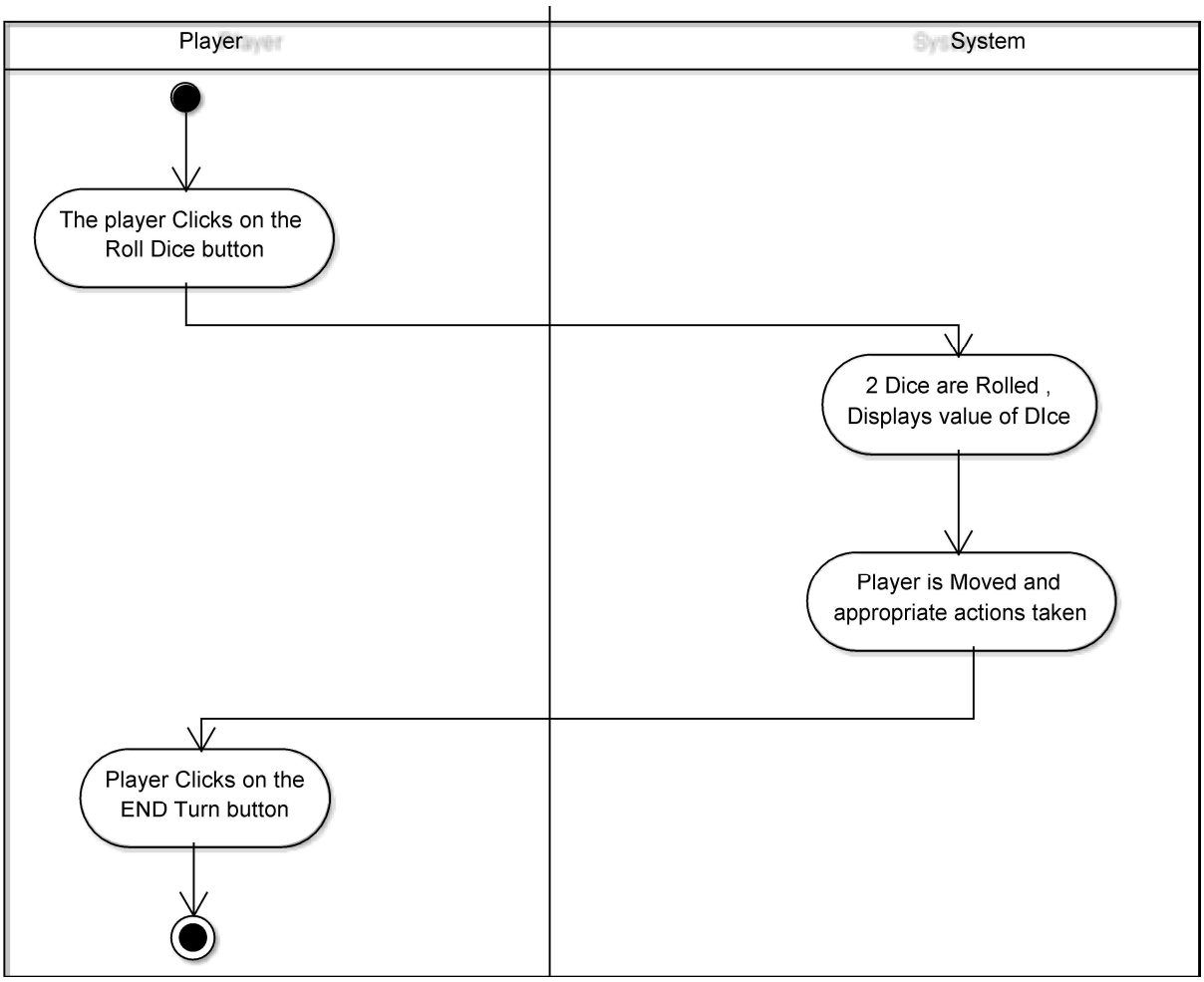

Clicks on The Roll button
Dice is Rolled,
player is moved,landed on
AVAILABLE Tradable cell
if [Sufficient Money]
else
[Wishes]
[Else]
Clicks on the
Purchase button
[Trade cell == RAIL ROAD cell]
[Trade cell == PROPERTY cell]
[Trade cell == UTILITY cell]
Decrement the player's
account bal by 200$
Decrement the player's
Account bal by 75$
Decrement the player's
Account bal by the
price of the land value
Player's info {Title Deed cards, Amount}
displayed on the board
is refreshed
Clicks on the
End Turn button

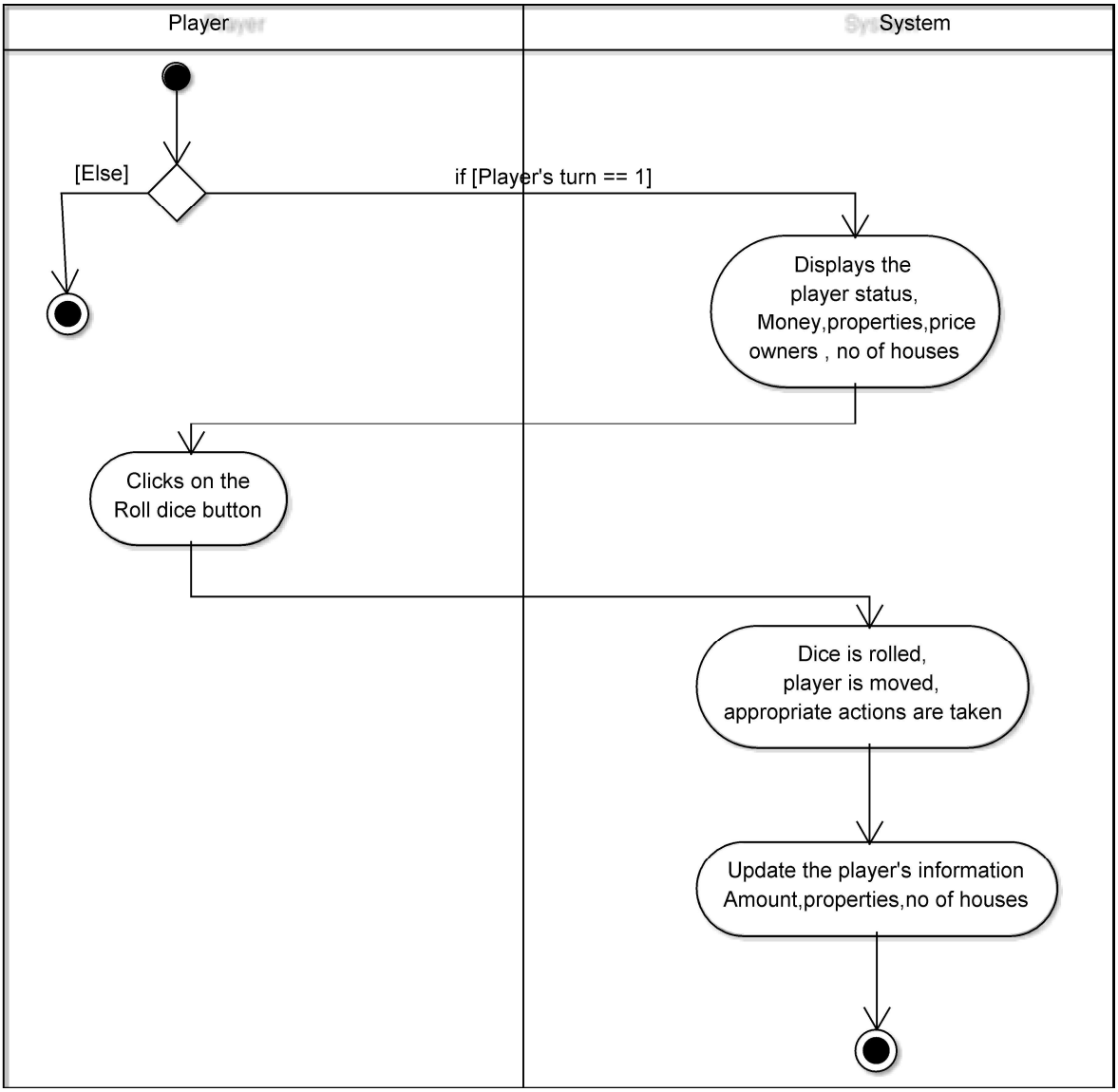

Before Rolling the Dice,player has monopoly over 1 or more color groups
if [Sufficient Money To buy atlest 1 house]
[Wishes]
Clicks on the Buy House button
Buy House Dialog pops up
Enter the color group
Enter the no of Houses
Enter the property name in that color group
Enters color group, no of Houses [Atmost 5], Property name
Calculate the Amount
if [Sufficient balance]
[Else]
Deduct the amount , Update the player's info on the board
Click on the Roll Dice button, Game keeps transferring its flow from player to system and vice versa
Click on the End button

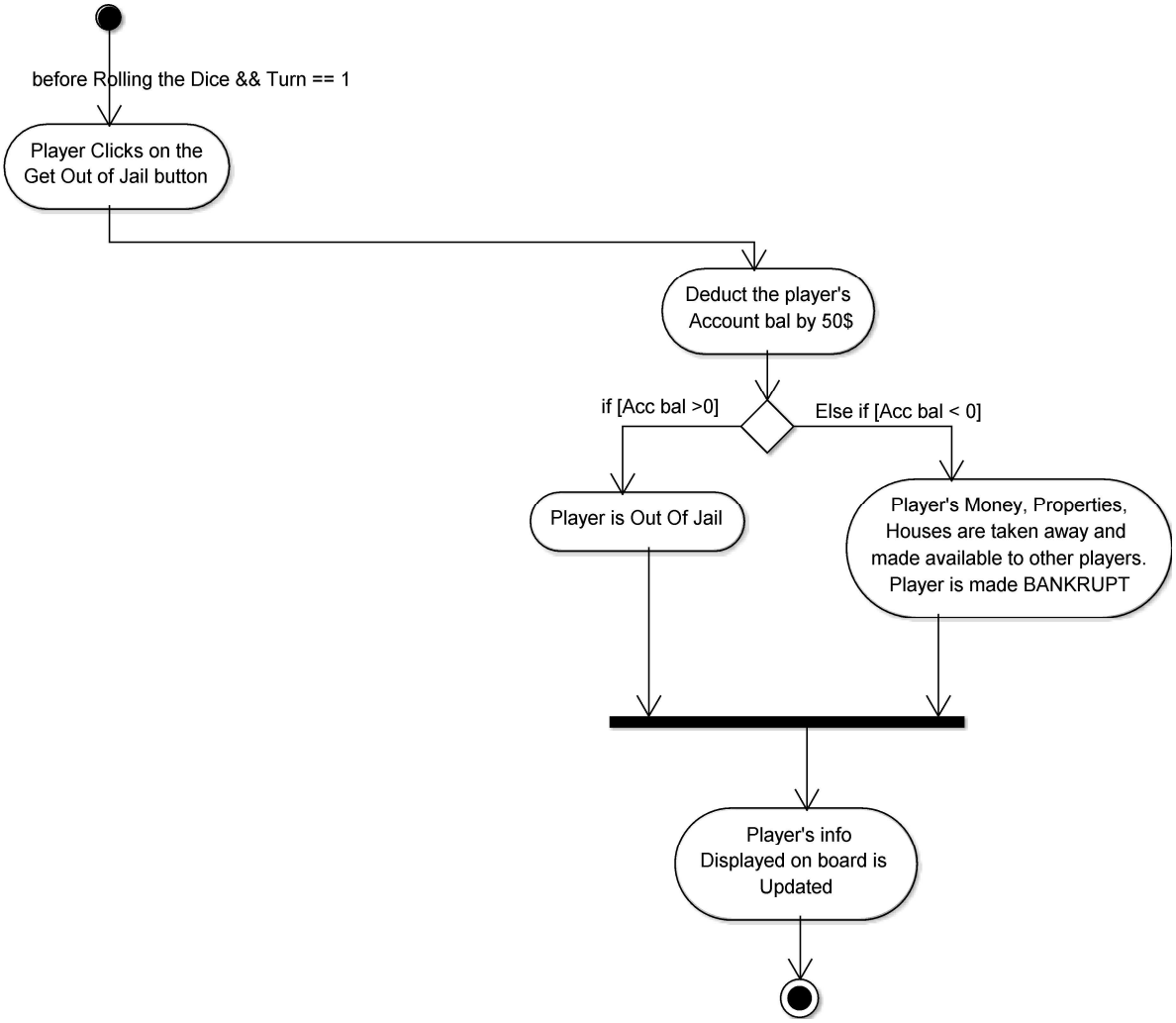

Player Clicks on the Roll Dice button
Dice is Rolled , player is moved, Landed on the Engaged Tradable cell
Clicks on the Pay RENT button
if [Tradable cell == PROPERTY]
if [Tradable cell == UTILITY]
if [Tradable cell == RAIL ROAD]
The Dice is Rolled again
[Else]
if [N == 1]
Else if [N == 2 (Electric company, Water works)]
if [OWNER owns the monopoly of that color group landed by the player]
Deduct the player's Account bal by RENT = 2 * normal Rent
Deduct by RENT = normalRent
Deduct by RENT = 50$ * pow(2,N-1) (N= no of RR owned)
Deduct by RENT = 3$ * (Dice Value);
Deduct by RENT = 10$ * (Dice Value);
if [ACC bal >0]
Else if [Acc Bal < 0]
Transfer all the Player's Amount,Tradable cells(Properties,RR,Utilities) to the Owner's Bank Account
Player is made BANKRUPT, Delete all the details of player Update the Status of Owner
Player Clicks on the End Turn button


Player Clicks on Roll Button
Dice is Rolled,
Player is moved,
Landed on CARD cell
Player Clicks on the
DRAW button
if [Card cell == community chest (CC)]
Else if [Card cell == Chance]
Draws a card from pile of
Community Chest cards
Draws a card from the pile of
Chance Cards
says to collect Money
says to pay money
says Go to Jail
says to GO to some cell
increase the player's
Account balance by the
amount mentioned in card
Sent to Jail
immediately
Sent to the Cell
mentioned in card
Deduct by the
amount mentioned in the card
if [Acc Bal >0]
Else if [Acc Bal < 0]
player's amount,
properties are taken and made available,
player is made BANKRUPT
Update the player's info
displayed on the board
Player Clicks on the
End Turn Button


Player
System
Player Clicks on the Roll Dice Button
2 Dice is Rolled
Dice Roll Dialog pops up Displays value of 2 DIce Roll


Player
System
The player Clicks on the Roll Dice button
2 Dice are Rolled , Displays value of DIce
Player is Moved and appropriate actions taken
Player Clicks on the END Turn button


Player
System
[Else]
if [Player's turn == 1]
Displays the
player status,
Money,properties,price
owners , no of houses
Clicks on the
Roll dice button
Dice is rolled,
player is moved,
appropriate actions are taken
Update the player's information
Amount,properties,no of houses


before Rolling the Dice && Turn == 1
Player Clicks on the Get Out of Jail button
Deduct the player's Account bal by 50$
if [Acc bal >0]
Else if [Acc bal < 0]
Player is Out Of Jail
Player's Money, Properties, Houses are taken away and made available to other players. Player is made BANKRUPT
Player's info Displayed on board is Updated