REQUIREMENT SPECIFICATION

Vision

We imagine about creating the game called Monopoly. In the first iteration of the Monopoly, we aim to create a login page for the game. According to the game rules, we want the user/users to choose player's number between 2 and 8. After entering the number of the user, we expect the users to enter their name and starting money for the game. Then, game starts, board and their squares created. For the first iteration, the dice are tossed for each player and how many steps that they moved on the board are shown.

Until the end of the game, we want the dice to toss, move the users until their money is over and they are bankrupted in the other iterations.

Problem Statement

In the first iteration, our aim is creating the general structure of the game and move the user's on the board. When the users move on the board, there will be some optional cases that will be left to the initiative of the user. Therefore, the game will not automatically completely. For instance, buying a house, using a chance card when you are in the jail, etc. In the first iteration, there will be just moving on the board. However, during the game there will be optional cases.

Scope

The monopoly game has different kind of a squares in the board to provide the continuity the game. In the starting, a dice tournament happens and the order of the players is determined. Before starting the game, a desired amount of money is disbursed to the players. The players can use these money to buy avenues and rent them. During the game there will be many cases to reduce the money of the player and determine the winner. In spite of that, the player can earn money from the avenues and each time he/she pass the starting point. The players also pay tax for Utilities as avenues. When the player less money than the tax, he/she goes bankrupt and loses the game. Until a one player who is winner stands in the game and other ones go bankrupt, the game continues.

System Constraints:

Will run with in a Java IDE environment and therefore require no additional software to be installed on a client machine

Will not provides a Graphical User interface.

Stakeholders:

Murat Can Ganiz (Customer)

Berna Altınel (Customer)

Başak Buğa (Scrum Master/Programmer)

Merve Çalık (Project Manager /Programmer)

Esra Polat (Analyst/Programmer)

Hakan Soytürk (Librarian/Programmer)

Glossary of Terms(Alphabetically Listed)

Avenue: The locations that can be bought and rent.

Board: Where the game is played on and which contains 40 squares.

Chance: The some squares on the board which contains some directions to change the flow of the game.

CommunityChest: The some squares on the board which are mostly about financial directions in the game.

Dice: It rolls the dice.

FreeParking: The square that the player just waits.

GoToJail: The square that sends the user into the jail.

IncomeTax: The square where the player loses 200 TL of her money if she is on it.

Jail: The square where the player waits for three turns if she is on it. However, if she rolls dice both same, can get rid of after one turn.

LoopInBoard: The starting point of the squares where the users increase their money by 200 TL.

LuxuryTax: The square where the player loses 200 M, if she is on it.

Money: Material for the player to stand in the game.

RailRoad: The squares where the player pays the owner the rent of the RailRoad if the owner exist.

Square: The location where the player is on and which are placed on the board.

Utilities: Two squares, which contain water and electric, where the player pays the owner 10 times the roll of the dice.

Use Cases

1. Players number should be enters integer number between 2-8.
2. User enters the players' names.
3. User enters the starting money.
4. Game starts.
5. Players start the game respectively.
6. Players move according to the number on their dice.
7. Players can buy or can not buy avenues.
8. If player buy a avenue then player's money is reduced.
9. If other players roll over and come to your avenues, they give you a rent.
10. If the player comes to the location that has a chance card, the chance card is randomly selected.
11. If the player comes to the location that has a community chest, the community chest card is randomly selected.
12. Each player takes 200 TL money when he finishes each round.
13. The game ends when one of the players drops the money.