# Monopony
## Requirement Analysis Document

## Application Flow

- Program will ask the user about his/her age.
    - It will give error if the age is less than 8.
    - If input is bigger than 8, ask a verification question to the user.
- Ask how many players will be playing in the game.
    - If it is bigger than 8 or less than 2, ask again.
- Program will ask the user number of iterations to loop through as length of the game. It will loop the game by this number.
- Each player will roll dice and go through 50 different boxes.
- Each boxes have different specific features.
    - They can be empty for sale and give out as rental afterwards or it can be owned and user can want to rent the area.
    - Except Tax Administration, it will cut the user's money for the government if she/he has a land that is owned before.
- If user in prison, he/she will be punished for 2 turns.
- At the end of the game, every user will be displayed by their current money and land situations.

## Scope

- The ability of rolling dice for every user int every turn.
- Moving users in the board by their corresponding dice totals.
- Ability to getting answers for current location for the each user in each turn.
- Updating the user's state on each turn.
- Show the final state for each user at the end of the game.

## Stakeholders

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