

Unipoli User Stories

1) Set Player Info

Right after the game starts, the system asks the users to enter the number of players (2 - 8) and their names. The name of a player is a string, which may not be empty. If the "cancel" button is pressed, the game exits

2) Resource distribution

After the game starts, each player is assigned an equal amount of money

3) View Player Info and Properties

Each player should be able to see his info (e.g. name, amount of money, properties). The information on the properties should be displayed directly on the game board.

4) Player Turns

Players play in turns. The turn order is the same as the order of the user info submitted.

A player ends a turn by pressing a button (e.g. "End turn"). When the turn ends, no other actions can be performed by the player.

A player must roll the dice once every turn.

A player may perform some actions before he rolls the dice.

A player may perform some actions after he rolls the dice.

5) Roll the dice

By pressing a button, a player rolls two standard dice, and a number between 2 and 12 is generated.

6) Move a player

A player moves through the properties of the board according to the number generated by the dice.

7) Purchase a land

When a player lands on a free property, he's prompted by the system, asking if he wants to buy it. If the player has got a sufficient quantity of money, he may buy it. Otherwise, nothing happens.

8) Monopoly

The lands are group by colors. If a player owns all the territories of a specific group, than a monopoly occurs. Monopoly permits the player to receive the double of the rent and to build houses.

9) Pay a Rent

When the player lands on a territory already owned by another player, he must pay a rent to the opponent player, according to the rent value of the property. This happens only if the opponent does not have a monopoly or houses on the land

10) Pay a double Rent

If the player lands on a property which is owned by another player, and the opponent has a monopoly and no buildings on the land, than the player must pay to the opponent the double of the rent of the property

11) Pay a Rent with houses

If the player lands on a territory already owned by another player, and there are houses on it, than the player must pay to the opponent a rent that increases with the number of houses built on it.

12) Bankrupt

If the amount of money of a player is below 0.00\$, then a bankrupt occurs. The player loses the game. All of his properties are freed and available for a purchase.

13) Building a House

Every turn, a player may decide to build houses on properties (Max X houses per turn). Every property has got a difference price for a house. A property may not contain more than 4 houses.

14) Passing the Go

When a player passes the Go cell, he receives a fixed amount of money.

15) Go to Jail

A player goes to jail if either he lands in the "Go to Jail!" cell or if he receives a Jail card. When in jail, the player cannot move

16) Exit from Jail

To exit from the jail, a player has to either pay \$50 or to roll a double with the dice or to give away "Get Out of Jail Free" card (if owned). If the player does not roll a double within 3 turns, then he has to pay the \$50 fine.

17) Draw a card

If a player lands on a "community chest" or on a "chance" square, then he draw a card form the corresponding card pile

18) Draw Jail Card

If the card drawn is a "Go to Jail" card, then the player goes directly to jail

19) Draw "Get out of jail" card

If the card drawn is a "Get out of Jail" card, then the players keeps it and receives the possibility to exit form the jail by giving the card away.

20) Draw "Loose Money" card

If the card drawn is a "Loose Money" card, then the player loses a quantity of money

21) Draw "Gain Money" card

If the card drawn is a "Gain Money" card, then the player receives a quantity of money

22) Draw a "Move player" card

If the card drawn is a "Move player" card, then the player moves through the board according to what the card says.

23) Income Tax and Luxury Tax

If the player lands on one of those cells, than he must give away an amount of money

24) Free Parking

If the player lands on the "Free parking" cell, than nothing happens.

25) Railroads

The land value of the railroads is the same. The rent value of the railroads is proportional to the number of railroads owned by the player. (e.g.: 3 railroads = 3 x rent value)

26) Water Works & Electric Company

The land value of those cells is the same. The rent value doubles if a player owns both of them