2016

Groep 5

INF1E

31-10-2016

Gamedesigndocument

Inhoud

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# Ideas

Monopoly based

4 players

Dice roll based

Stores

Specials (Stars, Diamonds, Trophies)

Start

End

Lose (Prison)

When moving to more inner circle choose movement direction (Deprecated)

Movement clockwise

Money (Buffer / Income)

Arrow tiles

# Players

Two to four players, each with a specific pylon unit possibly of a different color.

# Movement

Movement is based on a D6 die roll, movement is always in the clockwise direction. Movement to an more inner circle is only possible when the player lands on an arrow tile, moving the player to a new tile, the rules of this tile still apply that turn.

# Map generation

No formula can be made for the generation of circle lengths, the holonomic sequence goes 7, 10, 19, 39, 79 where 19 is the maximum for the base board.

# Winning condition

When a player enters the winning tile (locating in the middle of the board) a winning conditions is triggered. Another option is to be the last player standing.

Players can be removed from the game by emptying their money buffer and removing their income. This can be done by landing on the property of another player, this player will then have to pay a specified amount to the player who owns the property.

If a player wants to move to a more inner circle a few conditions need to be matched. First the player needs to land on an array tile in their current circle. Then the player needs to have a money buffer that satisfies the following condition: .

Or the player must have an theoretical income that satisfies the following condition: .

# Start

When the game starts all players get a specified amount of money. That amount is: 200

# Shop cost

The price for buying a shop is 20 expanding where the price starts with 60.

Where P is the index of the tile and C is the circle index (Starting outward).

# Income

The income of the shop (what a player needs to pay when landing on one) is calculated with the following formula.

The players income is generated by the formula

Where mL is the highest property income of the player and pC is the player count.

# Special cards

When a player lands on a special tile (Star, Diamond or Trophy) a card needs to be drawn. The top card is picked of the deck matching the tile the player landed on. And the player must execute the task specified on the card. The cards can be ether positive or negative towards the player and the severity is determined by the deck the card belongs to.

# Prison

When a player lands on the prison tile the player must ether spend 2 turns in the prison tile where the player cannot receive any form of income and cannot trade with other players. The player can also pay 120 to get out of the prison immediately.

# Money units

The units of money used in the game range from 20 to 200. The specific units are: 20, 50, 100 and 200. Money a counted by default in dollars but has no impact on the game and players may choose to interpret money otherwise.

# Rules

The game starts with the players on the start tile, each are given 200 at this point. When players cross the starting tile further on in the game they are gifted with 100. This is not grated if players are in inner circles! All players now roll a D6 die to determine who goes first. After this person has finished their turn the next player will be the one sitting clockwise from the previous player. At the start of a turn the player must first trade with other player if so desired. If this is not the case the player must roll a D6. After this point no trading may take place except to avoid the player becoming bankrupt. This may only take place between the player going bankrupt and the player the depth must be paid to. The outcome of the D6 roll is the amount of tiles the player must move clockwise on the board. The tile the player land on will determine what the player needs to do next. This is defined in previous chapters of this document.