Dominion, CMP

www.(name of site).com

# Team profile:

## Matthew Griffin:

Qualifications:

Strengths:

## Carlos Perez:

Qualifications:

Strengths:

## Brent Parker:

Qualifications:

* JavaScript – 9 months
* HTML and CSS – 1 year
* GitHub – 9 months

Strengths:

* Great troubleshooter
* Some training from senior software engineer
* Loves to learn new things

# Project Description:

Develop a Game of Dominion, where people can play against each other on the same computer, or against A.I. This game will be accessible through the project website. This will be developed in JavaScript, HTML, and CSS.

**Section 1:** The first edition of Dominion was released in October 2008. The Dominion card game has 4.5 stars on Amazon.com with 1,439 reviews. According to Wikipedia, over 2 million copies of this award winning game have been sold. Dominion is relatively easily accessible to new players. In Dominion’s review on critical board gamers website, Smith mentions that Dominion has an excellent manual which makes it easy for new players to learn the basics (Smith, 2013).

This game is meant for people who want a game that does take some effort to learn, but not as much as some similar games. A software version of this game will draw in people who enjoy playing the Dominion game, but may not have enough room to set up the cards, or they just want the computer to set up the game, and clean up the mess for them.

**Section 2:** Dominion is a game where monarchs must protect their kingdom. The game consists of 2 to 4 players, and a deck of cards.

Deck:

* Three piles of treasure cards: copper, silver, and gold.
* Three piles with victory cards: provinces, duchies, and estates.
* 30 curse cards.
* 250 Kingdom cards with 10 duplicates of 25 different types, 11 of which will be included in this game
* A placeholder card for every type of card.
* A trash-pile card.

Goal:

Earn the most victory points during the game to win.

Rules:

* Players may use one action card from their hand. Directions for that card will be written on the card itself.
* Players may purchase a card from a pile on the table. They most play treasure cards from their hands to do this.
* A player may “**cleanup**,” by placing the purchased card, all played cards, and any remaining cards from their hand into the discard pile.
* A player may “**draw**,” by drawing five cards from their deck to replenish their hand. If there aren’t enough cards in their deck they must shuffle their discard pile, and make it the base of their draw pile.

End of Game:

When the last province is bought, or three piles are empty, (or four piles in a four-player game.) players must count the victory points in their decks, and whichever player has the most points is the winner. If there is a tie, the player who went first loses.

**Section 3:**A more in depth look at the various systems we will need to program to play the game as described in my previous email. It will be about the cycle of drawing, playing discarding and buying cards to add them to decks and trashing them to remove them. It will also include the various other things that the

**Section 4:**A look at the 11 kingdom cards we want to implement. I recommend

1. village
2. workshop
3. gardens
4. smithy
5. council ro
6. festival
7. laboratory
8. market
9. witch
10. woodcutter
11. chapel

**Section 5:**Ways to extend the project. High Score board, A.I. as previously described, and adding in more cards.