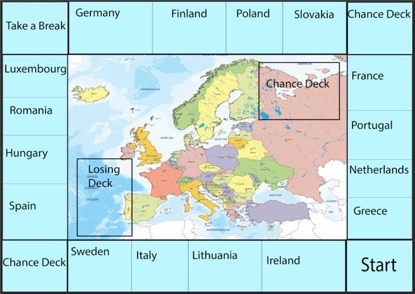
Employability Game – Territorial Acquisition

* Game premise: Our game, called Monopolization, is based on a board game where players have to take control of the tiles. Each tile represents a country.
* Rules:

1. Players move clockwise along the board by rolling a 6 sided dice. If they roll a 3, for example, then they can choose to either move 1, 2 or a maximum of 3 spaces along the board.
2. If a player lands on an unoccupied tile, they can choose to conquer that country. To conquer, simply place down the number of troops required. Each country has a different minimum troop cost (which can be found in the table below)
3. If a player lands in a pre-occupied tile, they can choose to BATTLE for that country against the owner of that tile.
4. Battles are fought by using troops, which all have a different values. Some troops are more powerful than others.



* This is the board that players will play on. It has the same layout as monopoly, for simplicities’ sake.

1. When a player lands on a chance deck, they must pick up a card from the “chance deck”
2. When a player lands loses a battle, they must pick up a card from the “losing deck”
3. When a player lands on the “Take a break” tile, nothing happens. Next players turn.
4. Battles:

* When attacking a defending player, the attacker chooses how many troops they want to use to attack.
* The defender uses however many troops they have on that tile to defend their country.
* Each troop in the game has a different value. For example, Riflemen (1), Shotgunners (2) RPG (3), Tanks (5).
* Battle example: Defender has 1 Tank (5) only. The attacker could conquer the tile simply by attacking with 1 RPG(3), and 2 Riflemen(2). With no defensive troops left, the attacker has now conquered the tile and can now choose as many troops to put on defense. The battle is over. Attacker receives Troop Bonus. Next player’s turn.
* Battle example 2: Defender has 1 Tank (5). If an attacker uses 6 Riflemen(6), the attacker will have lost 5 Riflemen, and saved 1. Those 5 Riflemen lost in battle are discarded, and the 1 Rifleman returns back to the attacker. Battle is over. Attacker receives Troop Bonus. Next player’s turn.
* Below is a simple table showing the cost to conquer each country, and the bonuses you receive for conquering.

|  |  |  |
| --- | --- | --- |
| Country | Troops Cost to conquer | Troops given to player for conquering country/ Troop Bonus |
| Ireland | 5 | 3 Riflemen |
| Lithuania | 5 | 1 RPG |
| Italy | 5 | 1 Tank |
| Sweden | 6 | 2 Shotgun, 2 Riflemen |
| Spain | 8 | 2 Tanks |
| Hungary | 8 | 3 Shotguns |
| Romania | 7 | 2 RPGs |
| Luxembourg | 7 | 4 Riflemen, 1 RPG |
| Germany | 12 | 2 Tanks, 2 Shotguns |
| Finland | 10 | 5 Riflemen, 1 Tank |
| Poland | 12 | 4 Shotguns, 1 RPG |
| Slovakia | 10 | 3 RPGs, 2 Riflemen |

1. The aim of the game is to conquer all tiles.

* Materials used to make the game: Photoshop was used to create the board. A simple word table was used to create the values for each troop. Google slides was used to present the game to the class
* Play testing: Due to lack of time, we were unable to play test the game.
* My overall experience in working as a team: some team members were quite aggressive and really wanted to push their game idea forward, even though it left others slightly confused. Due to the confusion, it delayed the team which left little time for play testing. This taught me that even if you think you have a good idea, it may not always look as glamorous to others. In those situations, it’s important to keep an open mind about others viewpoints and feelings towards the game. By having open discussions about the game, you can remove confusions and increase production speed.
* What we did well: I feel as though our team presented the game very thoroughly, albeit some of the explanations were quite wordy. This time around our presentation was not text heavy. Overall we created, what I feel, to be quite a fun and engaging game.
* What we could have improved: We could have put more pictures in the slides to make it easier for the audience to understand. We could have created a visual element of the troops themselves – perhaps a card. We should have used the troop table above in our slides as it is very concise and clear. We could have tried to listen to each other more in the beginning stages of game development, so that we could have more time to play test with others.
* Team members: Danyal Mahmood (me), Jessica Evans, Brennon Franklin