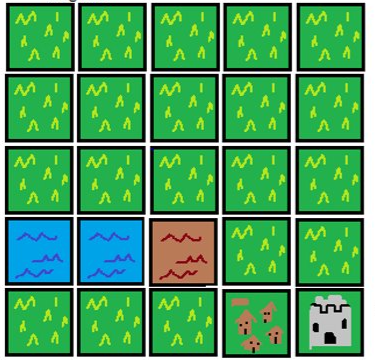
**CMP4271: Online diary - Territorial acquisition**

This week we had to design a game which includes territorial acquisition, trading and alliances(team play). The group that I was in we were off campus and had to do the covid-19 session, which means the task that was given to us was different than the students who were present. As we had the ability to use online resources and use websites like Wikipedia.

The name of the game our team designed was Medieval Conquest. As we were asked to design a game which includes grabbing territory and team play, the team thought of the idea of a medieval type of game.

Game Mechanics

The game mechanics for the game were relatively simple, it is a turn-based board game which included up to eight players. As the team had to implement an alliances feature, the players in the game were able to team up with other players, however the goal of the game was to be the last player standing. The board includes the map of England in the middle ages. As it was a medieval game, each player started with a castle and the goal was to conquer the other player’s castle in order to take their territory. The picture on the right showed the map of the Medieval Conquest game, this was just a piece of it as the team was not able to create the whole map. This was from the player’s perspective and showed from where they would usually start.

Gameplay

As it is a turn-based game it did include a dice as well. The dice showed the players the amount of moves they had to make e.g. the player throwed the dice and the dice showed 5, this meant that the player was able to move 5 times around the board. Each player had a piece in the start of the game which represented their avatar. Players had to go around the board to conquer small villages, these villages played a big role in the endgame as each village the player had generated gold which was a vital resource as it was the currency of the game. With gold, the players were able to build siege engines and recruit troops. The more villages a player had the richer they would have been. Players were able to purchase or sell villages to other players with money. As the players progressed through the game they started fighting. If two players were in the same spot a battle commenced, however if they were allies, they stayed together. If one player lost to another player over a territory, the player who lost returned to their original castle and lost all their troops, they stayed there until their turn comes up, to move again. The player who had won the battle would take over the territory and stay there. If a player reached a territory which had two enemies standing together in it, the player had to fight them both at the same time. In some point of the game players started to attack each other’s castles until the last player stands. If a player took over the castle of another player, the winner of the battle took over the villages and the territory from the loser.