**Rose-Hulman’s Five Year Plan**

[Rulebook](http://riograndegames.com/getFile.php?id=348) for the card game Dominion

Features:

* Rather than a card game, we plan on implementing a turn based strategy game with 2-D isometric graphics where a player controls a city. The backend will still be based off of the card game version.
* A main menu screen where the user chooses the number of players that will be in the game. Multiple players must take turns playing on a single computer.
* Buildings replace cards in our version of this game. As a player can purchase a card in the original version, a player can purchase a building and place it next to one of their existing buildings on the map.
* On the side of the screen there are building icons. These icons will be highlighted if the player has sufficient Greenbacks to purchase a building. Highlighted icons can be dragged onto the map.
* An arrow on the bottom of the screen can open and close the game-log.
* Civilians in our version represent the number of cards in a hand in the original version.
* Buildings that are highlighted on the map are the cards that are currently in the player’s hand.
* Managers are the number of actions that remain in the player’s turn.
* Greenbacks are the number of coins a player has in their current turn.
* Investments are the number of buys remaining in the player’s turn.
* When the mouse hovers over a building on the map, a small panel appears describing the building.
* There are quit and restart buttons in one of the corners of the screen.

