

Sunny Side Up: Diana Akhmedova, Samantha Hua, Nicholas Tarsis,
Faiza Huda
SoftDev Pd 7
P05 -- Monopoly Deal
2023-06-02

Target Ship Date: 2023-06-13

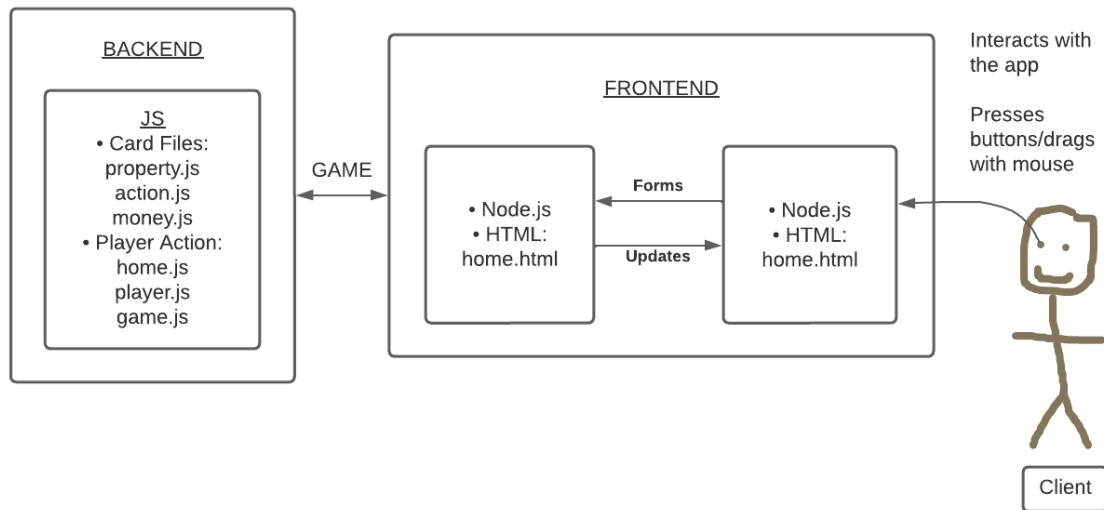
Abstract:

Sunny Side Up will recreate the multiplayer, turn-based card game Monopoly Deal. Following the rules of the official game, we will implement Node.js to support real-time gaming between players. The rules are attached below.

Program Components:

- HTML Files:
 - home.html
 - game.html
- CSS Files:
 - style.css
- JS Files:
 - home.js
 - property.js
 - action.js
 - money.js
 - player.js
 - game.js
- Image Files:
 - We will have .png files for every card in the game
- Node.js
 - Handles the multiplayer aspect of the game

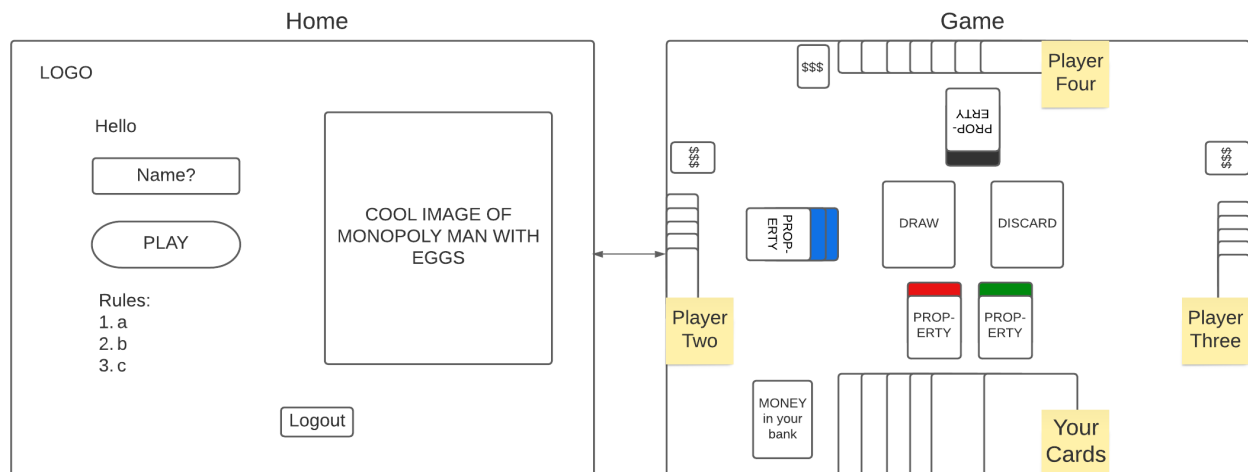
Component Map:



Database Organization:

username (TEXT)	password (TEXT)
dawg	w00f
egg	sunnysideup

Site Map:



Rules:

- Goal - Own three complete sets of property
- Set up - Each player gets dealt a hand of 5 cards
- Turn - Pick up two cards, Play up to three cards

Special Cases:

- If you owe money and do not have enough money in your bank, you must give up property of equal value to the debt
- If you owe someone money but have zero assets you do not have to pay
- If you have no cards, pick up 5
- If you have more than 7 cards at the end of your turn, discard cards until you have seven

Front End Framework (FEF): Bootstrap

- Bootstrap because we are more familiar with it, it is easier to use, and it has a wide variety of tools

Job Assignments:

- Diana Akhmedova (PM) - Cards, Graphics in JS
- Samantha Hua - Cards, Join button
- Nicholas Tarsis - Droplet, Graphics in JS
- Faiza Huda - Implementing cards with game rules, Join button

Tasks:

- ☒ ~~Play Monopoly Deal to learn how to play the game we will make~~
- ☐ Learn Node.js
- ☐ Make a Droplet
 - ☐ Get a domain
 - ☐ Make app work on droplet
- ☐ Home Page
 - ☐ Logo
 - ☐ Reverting people to login page if they aren't logged in
 - ☐ Login message
 - ☐ Play button leads to Game Page
 - ☐ Rules summary
 - ☐ Monopoly man image

- ☐ Logout button
- ☐ Game Page
 - ☐ Logo
 - ☐ Track user movements
 - ☐ Send other user movements in real time
 - ☐ Make users adhere to game rules
 - ☐ Create different card types (Property, Action, Money)
 - ☐ Create specific cards based on parent class
 - ☐ Implement the correct probability of drawing the cards as dictated by the game deck
 - ☐ Implement game rules with cards
 - ☐ Display cards correctly on board

Stretch Goals:

- Add a leaderboard
- Add profile pictures and the ability to change usernames
- Add game rooms people can create/join
- Create a chatroom (w/emojis)
- You can see the specific property card names when they are in your hand (ex: Indiana Avenue)
- Implement wild rent and property cards

Cards in Game:

- Property Cards
 - Red - 3
 - Rent: \$2, \$3, \$6
 - Illinois Avenue
 - Kentucky Avenue
 - Indiana Avenue
 - Orange - 3
 - Rent: \$1, \$3, \$5
 - St. James Place
 - Tennessee Avenue
 - New York Avenue
 - Yellow - 3
 - Rent: \$2, \$4, \$6
 - Atlantic Avenue
 - Ventnor Avenue
 - Marvin Avenue
 - Light Green (Utilities) - 2
 - Rent: \$1, \$2
 - Electric Company
 - Water Works
 - Dark Green - 3
 - Rent: \$2, \$4, \$7
 - North Carolina Avenue
 - Pennsylvania Avenue
 - Pacific Avenue
 - Light Blue - 3
 - Rent: \$1, \$2, \$3
 - Oriental Avenue
 - Connecticut Avenue
 - Vermont Avenue
 - Dark Blue - 2
 - Rent: \$3, \$8
 - Park Place
 - Boardwalk

- Pink - 3
 - Rent: \$1, \$2, \$4
 - States Avenue
 - St. Charles Place
 - Virginia Avenue
- Brown - 2
 - Rent: \$1, \$2
 - Mediterranean Avenue, Baltic Avenue
- Black (Railroad) - 4
 - Rent: \$1, \$2, \$3, \$4
 - Pennsylvania Railroad
 - Reading Railroad
 - B. & O. Railroad
 - Short Line
- Property Wild Cards - 2 each
 - Red/Yellow
 - Pink/Orange
 - Dark Blue/Dark Green
 - Light Blue/Brown
 - Black (Railroad)/Light Green (Utilities)
 - Black (Railroad)/Light Blue
 - Black (Railroad)/Green
- Action Cards
 - Rent - 2 each
 - Charge player(s) money based off of the color and amount of property as specified by the card
 - Red/Yellow
 - Orange/Pink
 - Light Green (Utilities)/Black (Railroads)
 - Light Blue/Brown
 - Dark Green/Dark Blue
 - Wild (only one player affected) - 3
 - Houses/Hotels
 - If added to a complete set, it increases the rent amount
 - If added to bank, it liquidates into cash

- Houses: 3M - 3
 - Hotels: 4M - 2
- Deals
 - Sly Deal - 3
 - Steal a player's property card as long as it is not part of a complete set
 - Forced Deal - 3
 - Swap property cards with a player as long as their card's not part of a complete set
 - Deal Breaker - 2
 - Steal a complete set of property
 - Debt Collector - 3
 - Force any player to pay you 5M
- Just Say No - 3
 - Cancel any action that is played against you
- Pass Go - 10
 - Draw 2 extra cards
- Double the Rent - 2
 - Played with a Rent card
- It's my Birthday - 3
 - All players pay 2M
- Money Cards
 - 1M (6), 2M (5), 3M (3), 4M (3), 5M (2), 10M (1)