

Design Specification - Monopoly

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GAME-1472-004: Des Games II

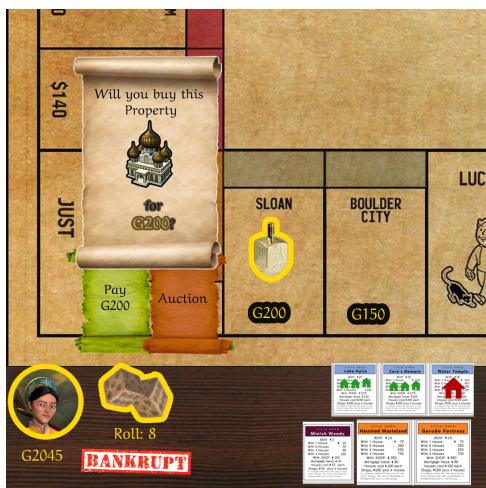


• Overview

Who will reign supreme? This Monopoly game is inspired by the civilization franchise, related to the classic game Civilization. The game's objective is to be an enormous empire in the game by buying, renting, and selling property. Or at least the last kingdom that did not collapse (bankruptcy).

The player's objective is to stay financially wealthy while causing other players from bankrupt. The goal is achievable by buying and developing property. They have to pay rent at high prices.

• Gameplay(rules)



It's a Multilateral competition. Players are constantly competing against each other. The game's main mechanic is buying, selling, and trading. On the online version of monopoly players, each round has the opportunity to buy, sell, or trade with other players. Each player must roll dice to determine the order of the player's play. Once each player has finished the rule, they must move to a set amount of space for

the dice to land. The level design so that the cheaper properties come first, progressively getting more expensive around the board. The board does not even have spaces, So some spots create a tactical advantage. Of overlooked is where chance and community chests will send the player.

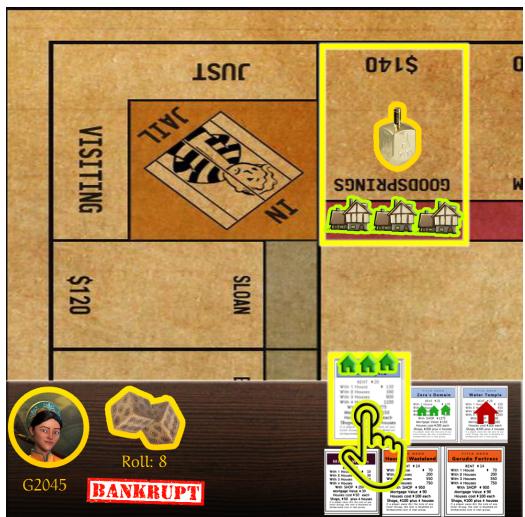
Property

Once each player lands on the property, they have a choice to either trade, auction, or buy the property. If another player lands on an owned property, they would have to pay rent on that property to the property owner. After purchasing that property, you can trade and mortgage the property.

The Iron Banker,

The Iron Banker, is the most influential financial institution in the known world, with clients across the world of Pangaea, including owning multiple properties across the Seven Kingdoms. The banker is the controller of all properties. Monopoly is a game that's mostly about buying, selling, and mortgaging.

The full-color set



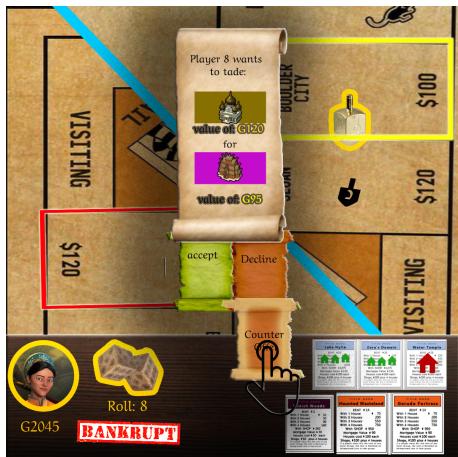
After a series of trading, buying, and mortgaging, if/when A player gets a second color, they can upgrade their properties to put villages (houses) or castles (hotels) on the property. Boosting properties will raise the rent for other players. The prices of towns vary from 100 to 200. If all properties in color have four villages, they can upgrade their property to a castle. Castles, who is that rent significantly, what's a free sample Saint James palace if it has four villages, the rent is 750 if they upgrade to a castle the rent is 950. After owning

a full-color set, The player can put a town for G80, putting two or multiple almost double the amount every time. Each village costs G100. However, you cannot build more than that even amount of towns per property. For example, if a player bought a village for Saint James, They can't add another village until they have villages on the other properties of the color set.

Bankruptcy

If a player runs low on funds, they have the option of mortgaging trading properties with other players. However, if the player cannot afford more properties or runs out of Gold (G(monopoly money)), they must declare bankruptcy. They are eliminating a player from the game. If a player declares bankruptcy and doesn't owe any gold, all their properties go for auction. However, if all options are unavailable, they have the option of declining bankruptcy. If the player declares bankruptcy, they forfeit all properties to the said player to be indebted. For example, player three only has G1010, and they land on player one's property, and the rent is G1400; they cannot afford the rent. If they declare bankruptcy, all their properties and gold owed go to player one.

Trading



If the player lands on a bar but can't afford rent, they have the option to trade with other players. They must choose the property they want to sell and pick the player they want to deal with; however, the opponent has multiple options for handling the offer. They can accept the offer, trade what is agreed upon or deny it, and move on. However, there is a third option; they can send a counteroffer if unsatisfied with the agreement. The player

is offered the same choices if they are sent an offer.

Mortgages

Players can look at their properties and find a way to make gold, such as mortgaging a property or selling a village. The Player is paid half the cost of the property's original price; the player is not allowed to collect rent Or build any villages on that property until they buy back the property.



Chance/Community chest

Chance/Community chest results may vary between whether owing or getting gold. They are random*, ranging from “it’s your birthday, each player has to pay you G50” to “you were like the chairman. You owe everyone G50.” Both decks have 16 cards; a 2/16 community chest moves the player, one “to go” and one “to the Dungeon .” At the same time, 10/16 chance cards will move the player. Sometimes The cards will assist the player play the game, like going to the Dungeon card. And get out of the Dungeon free card. Some chance cards can even teleport your totem further ahead on the board.

The Dungeon (Jail)

There are multiple ways to go to the Dungeon. If the player rolls double three times, if the player polls, go to the Dungeon card from chance/ community chest, or if they land on the spot, “go to the Dungeon .” Being in the Dungeon results in the player skipping out on their turn x3. Or they pay a fine of G50, And if they have, they could use their get out of the Dungeon free card. They can still get paid while in the Dungeon.

Income Tax/Luxury Tax

Income tax is a mandatory withdrawal of between G100 to G200. It’s subtracting the amounts that you currently have. If the player cannot afford the payment, they are indebted to the Iron Banker.

Meanwhile, the income and Luxury tax paid only G100 to the banker. This can be seen as a positive as long they are not paying an opponent.

Railroads

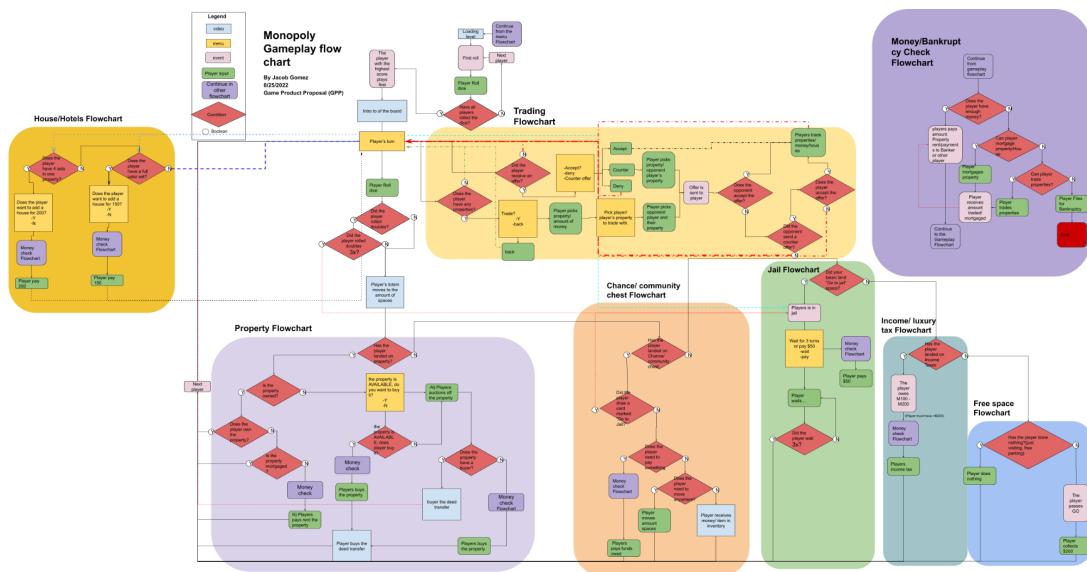
Double in rent each time A player owns that amount of railroads. For example, if a player possesses more than two railroads, the rent is G50. If a player owns only the short line, then The rest only have to pay The baseline price of G25. If a player mortgages a railroad, they get repaid G100. They can pay back the mortgage for G110. Also, they can't build villages or Castles.

Utilities

For the electric company and the waterworks, if a player lands on a utility and owns it, the rent is four times the amount shown on dice, so if a player rolled a 10, they would have to pay G40 rent. However, if both utilities are owned, the rent would be ten times the amount shown on the dice, so G100. Each utility for a mortgage is G75.

Once the game ends, it will detail the results:

- The amount of time the players played the game
- The amount of gold the winning player received
- The number of properties they owned
- The number of villages and Castles
- **Gameplay Description**



Totemsayer
controls are
mainly for the
iPad, so such as
UI, user controls,
and format must
configure most of

the game's features into a touchscreen setting. That way, all the elements are easily accessible to the player.

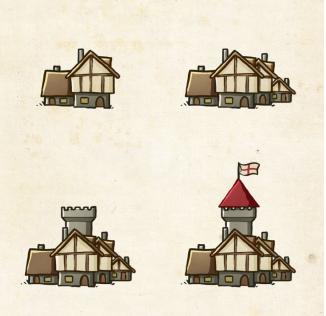
Players can tap and move the dice icons on their hud if they have to roll around the dice.

The hud would take a quarter or less of the screen to show the player the bunny they have available, their inventory such as properties utilities, or free passes such as get out of jail free card. Also, The bankrupt Fighter is readily available if or whenever the player is indebted. Whenever a player rolls the dice on a number, The player can drag their totem to the number of spaces they moved. A player can also return and manage their Properties by tapping on the cards in their inventory.

Icons and cards will pull up whenever the player wins on a property; players can tap on the choices available, Such as a scroll stating the piece of land is ready and available to options such as pay G200 or auction the property. If the player has to pay rent, they must press the continue option since there's no other way.

a. Art Assets [includes Art Asset List]

Art List	Description,
 The board map of Pangaea.	A large amount of land already has a series of building pre-built, ranging from churches and theaters to factories and nuclear Power plants. Monopoly board needed to be represented by a map and paper bags and was dirty and full of texture. Each property has to have its drawing or depiction. For example, I'd like a treasure map with little doodles and drawings of notable checkpoints that indicate where to go. What color of map would be heavily muted to emulate how maps were back in the early 17th century? All the fun and text must also be in Times New Roman or other fonts that fit the setting and tone of the game.
 8 Totems represent each culture and century, respectively.	Civilization has multiple factions that represent various areas around the world. There are 8 Civilizations represented in the game, Such as ancient Egypt(sphinx), industrial revolution America (t-model car), England(ruled by France(scepter)), Inca(metal figurine, Japan(lantern), Mali(sand castle), Norway(Vikings(Helmet)). Each civilization's respective culture and arts will represent the game totems. The players should have an option to choose whether the totems are covered in a grungy gold texture or marble stone texture.

	<p>It's essential to include these two options because the Romans made many things out of stone and gold, and some civilizations were very shiny but also grungy and showed wear and tear. For example, the Norwegians would be represented by a Viking helmet, and the Old Egyptian Ankh cross would represent ancient Egypt. To show their age, two types of textures would show multiple wears and tears, cracks, and dents. The color would represent those types of stones color.</p>
Villages/castles.	 <p>The villages and castles take the appearance of traditional 17th century England rural homes. The courts are shown to have at least one stone tower and a huddle of homes to represent a more extensive community. These images are not connected to the player's civilization they choose to represent. The castles and villages Represent public ownership that the player is upgrading the property.</p>
Chance/ Community chest Cards	 <p>To go along with the same aesthetics as the game, it is best to design the cards after the game's UI style. To have it made look as if it was made of polished wood.</p>
Dice	 <p>In a greek style, Mid Century marble dice. They're made to look like Natural stone. It's supposed to look Vintage.</p>

	<p>The prompts and cards will be made of a combination of fabric, paper, and material. The same example given for the board looks more like a dirty map. Icons and text would be somewhat faded out but still legible. There can also be two little tiny ribbons under said proms that can be color-coded from the left and suitable options, like green or red.</p>
<p>Monopoly Gold</p>	<p>Civilization has multiple types of currencies. However, it would make more sense if the only money were gold (G). ingot plates would represent monopoly gold the same way people measured coins back in medieval Times. So it doesn't make sense for paper money to exist back then. However, it's challenging to Measure; it would be best to have gold-plated money slips. It would have rust and damage on the metal, showing wear, and tear.</p>

d. Animation [includes Animation List]

<p>Token hops</p>	<p>Animation list each totem should have personality when hopping to the spot. So let's say that does a flip when it lands on its designated location,</p>
<p>Dice.</p>	<p>After settling, the dice should animate before the screen, showing what they landed on. Even if it seems uneven, as long as it stays static and the side is boarding up, it determines the player's role.</p>
<p>Card animations</p>	<p>When landing on a chance or community chess, it will trigger an animation of the card flipping from the deck into the screen for legibility.</p>
<p>Village/ castle pop-up</p>	<p>when the player buys a house; they need to come from somewhere. There would be a 2D cloud effect, hiding houses from popping up from the ground.</p>

E.Sounds

Sound list	Description
Menu Music	The menu music should give a tone of historical patriotic importance or a calming and welcoming tone. The type of music would be Something that would play in the background of a history channel. For example, The song rule Britannia by Leonard Bernstein gives a bombastic and epic rendition of "God save the Queen," that's the exact tone to strive.
Background Music,	The background music during the game, should be the exact opposite of the main menu music. The player is currently strategizing and thinking about what to do for their turn. They shouldn't be distracted by loud patriotic music; however, to fit the tone, music should be along the line of angelic and ambiance—medieval middle-age music. For example, many of the tracks from lord of the Rings, Skyrim, or grooves play in the background while the player is traversing. The best song to capture this is a royalty-free song called Adventure by alexander nakarada.
Hop Sounds/Totems	It's mainly for the totems; the penny, which material is used for the totems, either gold or stone, needs to be a sound effect that goes with the totem's actions. Such as, there should be a tapping sound when the totem piece contacts the board. Whether it's a metal tap or a stone tap.
Monopoly gold sounds	The money is made out of gold, so they need sound effects. The material is made of metal. There should be a ticking sound every time money is added to the player's inventory and the sound of metal rubbing against each other once money is taken away from the player's stack.
Hud elements sound effects	The main Huds of the game are all the icons of paper and scrolls. To visualize a sound, is that image the material that it's made out of? So there should be sounds of paper crumpling or unfolding itself to give it a more realistic effect.
Dice tapping sounds	The dice are made of stone; Stone colliding with a hard object usually creates sound; dice already have a unique Sound. So it would be best to use a clanging sound to make you feel it has more Weight.

Bankruptcy sound	When the player hits the bankruptcy sign, their failure will meet it with sounds of the audience awing in disappointment. The long side with construction sounds, symbolizing the empire you made, is being deconstructed. The sound artist can use the maintenance tools such as a drill and a saw to create sound effects.
Winning sound	When a player wins, they are met with applause from an unseen audience long, so I was clapping alongside A triumphant and patriotic theme song playing in the background.

- **The risks?**

One of our weaknesses is Developers would have to work from home, causing limited communication with the rest of the dev team. However, one way we can exploit this weakness is to Have other means of communication such as zoom, email, google drive, texting, or calling. Using zoom or discord for scrum meetings can help developers be up to speed. I'm working on this game alone, so it will be hard to pinpoint the Schedule and deadlines. But if I make a daily scrum meeting and do my tasks, the timeline will go on time. One of our strengths is that I have experienced multiple aspects of working in various areas. By sorting the weeks to work on different regions, I can focus on scripting, texture, and 3d modeling artists, and I can animate Maya.

- **Production pipeline (Plan of Attack)**

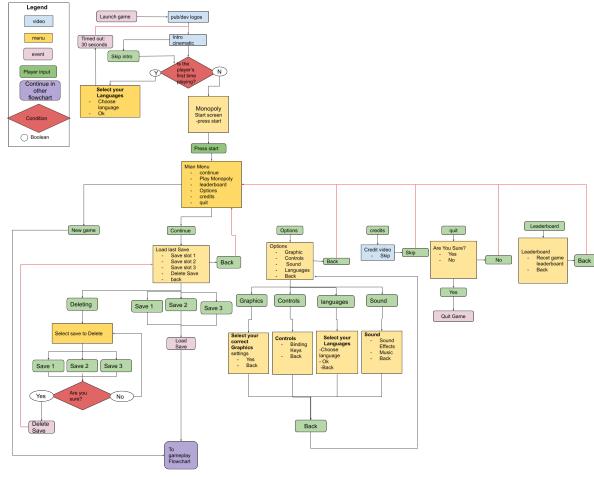
The design aspect during production is completing a roadmap of the major parts of the game. It is mostly tweaking and polishing until the match is perfect. The design production includes how the controls work, scoping dialogue UI buttons, and anything that needs to be tweaked when a playable version is evaluated. This phase is mostly for playtesting or listening to user stories to create tasks.

The mobile game monopoly will contain multiple 2D assets. That is why this section is most important to create art that fits the game aesthetic. However, receiving feedback and polishing the support is critical until the game is in a shippable state. Create concept art 3-D or 2-D mesh textures.

Engineering is the most challenging part when making a game. It ensures all The features are coated and bugged in the game. It's always best to have user stories to create tasks. Any feedback is more than necessary; once I have the prototype for the monopoly game done, it's important to spend most of the time during the production

pipeline debugging everything. Coding animations, Coding pop-ups, Coding Money mathematics. Coding UI

elements.



Week 1-3: design

These are these weeks; It's always best to keep organized and focused. That's why every week during sprint meetings. It's always best to plan out the attack. Every other week will be prioritizing different aspects of the development pipeline.

Week 4-5: Greyboxing

It's always best to start with what the game would look like, such as how big the room is. At this point, the developer can visually map out the room. They have placeholders for assets to get a better feel of how the game goes to work.

Week 6-8: Scripting

Scripting plays a significant part in every game's features. That's why it's best to use the time creating tasks on what needs to be done in order of importance. Such as the Monopoly board and hud.

Week 9-11: art

While working on the skill, it's always best to receive feedback every step. These weeks it would be best to work on significant assets such as the board, The dice, The totems, And The hud.

Week 12-13: Playtesting 1

After setting up everything needed, it's a good time to start having playtesters test the game for any bugs.

After receiving feedback, and user stories, create a backlog on what needs to be fixed or improved.

Week 14: Playtesting 2

After being done with the product backlog, have different playtesters tested again to see any more issues or bugs? After receiving feedback, create another product backlog.

Week 15: Alpha

After being done with the product backlog, it should now be ready to be alpha tested. I've gone over the concept of the game, its rules, and the assets and animations needed. I have also provided my roadmap for what I will focus on in week two. It is primarily executing it while also receiving feedback after every task.



o Monopoly “room”

The game room is set in an isolated and internal environment; the setting would hold the game inside a temple or Capital type environment to give a player a sense of immersion. The player would be role-playing as a colony leader, so it would be fitting that they're doing so inside a historical monument. The room would be huge, with no one surrounding the player except the players. The roof is a massive dome that would be covered in patterns and rigged debits until it reaches the glass center window, revealing the light source for the room. The designs and art would decorate the room in ways with and marble finish. The room has to give an essence of historical importance.

Recap:

I have not played the game before taking this course; I have played the game of nausea. It might not read like it, but I now know everything about Monopoly, front to back. I know what kind of game I'm making and how to execute the play.

The board remains static; no matter how many times the game has been rereleased under another theme or title, the game remains the same. However, every game is played differently. The real replay value of the game is that strategy constantly changes no matter who's playing the game. Like chess, there are rules and restrictions, but you can still make many choices and outcomes.