Basic description of this game.

When a company executes a project, it is often necessary to prepare several solutions to the same problem, but only the best solution is used in the final execution. This game is designed to help project managers to select the best solution at a non-technical level.

In this game, we set some milestone nodes to represent the different types of problems that may be encountered during the project research. When playing the game, players will randomly draw different kinds of problems that correspond to the non-technical challenges that the solution may encounter, and if the player cannot successfully solve the problem, our game will reflect the risk of this problem by means of points. And if all the problems drawn are successfully solved, our game will use a point bonus as well as a top progress bonus to show that the solution can avoid the potential risk of that problem.

To make the game more interesting, we add 'number of dice rolls' to the game's winning condition. A low number of dice rolls not only indicates the low non-technical risk of the solution, but also demonstrates that the team leader of the solution is strong enough to cope with various non-technical challenges.

Introduction to the rules of the game.

* Participants of the game.
  + Players:
    - If we have N solutions, then N players are needed, and each player represents a solution leader (Group leader).
    - Each player starts the game with a base score of 0 points.
  + God:
    - The manager, shareholder of the project or the project owner
* Preparation for the start of the game.
  + Each participating player needs to list Project-related questions for 3 different milestones (at least 3 questions for each category), which God will check and eliminate duplicate or similar questions and then put in the question pool.
* Play method.
  + Step1: Players get the number of steps n to advance by rolling the dice, at the same time, this is also the number of problem cards drawn
  + Step2: According to the player's position in the game map (that is, the milestone node) randomly draw the corresponding question pool of cards, a total of N question cards, if the card drawn before, then redraw.
  + Step3: Players answer the questions drawn and put the question cards back into the question pool after they finish answering.
  + Step4: Move the piece forward N moves, regardless of whether the question is answered correctly or not.
  + Step5: Repeat Step1-4.
  + Step6: When all players' pieces reach the end of the game map, the game ends.
* Reward and punishment rules.
  + God needs to judge whether each player's answer is reasonable, if other players have objections to the answer can be raised to God.
  + If the player answers the question correctly, he will get 1 point, if not, 1 point will be deducted.
  + Players who answer all the questions correctly will be awarded 2 points and will be able to advance 2 more steps.
  + If the player draws questions that are all answered incorrectly, the player is penalized by suspending the next round of dice rolls.
* Winning conditions.
  + Case1: The player with the most points wins directly (i.e. the number of dice rolls is not considered at this point).
  + Case2: If the players have the same number of points, the player with the least number of dice rolls wins.

游戏基本介绍：

在公司执行项目时，通常需要针对同一个问题准备多套解决方案，但是最终执行时只采用最优的方案。而本游戏旨在帮助项目管理者在非技术层面筛选出最优的解决方案。

在本游戏中，我们设置的里程碑节点代表项目研究时可能遇到的不同问题的种类。在进行游戏时，玩家会随机抽取不同种类的问题，这些问题对应的是该方案可能遇到的非技术性挑战，如果玩家无法顺利解决问题，我们的游戏将通过积分的方式把这个问题的风险体现出来。而如果抽到的问题都能顺利解决，我们的游戏将使用积分奖励以及前进步数奖励的办法来表明该方案可以避免该问题的潜在风险。

为了增加游戏的趣味性，我们在游戏的获胜条件中增加了‘投掷骰子的次数’，投掷骰子的次数少不仅可以表示该方案的非技术性风险小，同时也可以证明该方案的团队领导者对于各种非技术挑战的应对能力足够强。

游戏规则介绍：

* 参与游戏的人员：
  + 玩家：
    - 有N种解决方案，就需要N个玩家，每个玩家代表了一个解决方案的领导者(Group leader)。
    - 每一位玩家开始游戏时都拥有0分的基本分数。
  + 上帝：
    - 项目的管理者或股东、老板
* 游戏开始前的准备工作：
  + 每一个参与游戏的玩家需要针对3个不同的里程碑提出与Project相关的问题（每一类问题需提出至少3个问题），由上帝检查并剔除重复或者近似的问题，并放入问题池中。
* 玩法：
  + Step1：玩家通过掷骰子的方式获得前进的步数n，同时，这也是抽取问题卡片的数量
  + Step2：根据玩家在游戏地图的位置（也就是里程碑节点）随机抽取相应问题池中的卡片，一共抽取n张问题卡片，如果抽到之前抽到过的卡片，则重新抽取。
  + Step3：玩家针对抽取到的问题进行回答，回答完毕后，将问题卡片放回问题池中。
  + Step4：无论问题是否回答正确，都将棋子往前移动n步。
  + Step5：重复Step1-4
  + Step6：当所有玩家的棋子抵达游戏地图的终点时，游戏结束
* 奖励与惩罚规则：
  + 上帝需要判断每一位玩家的回答是否符合理，如果其他玩家对回答的答案有异议可以向上帝提出
  + 玩家回答问题正确时，可以获得1个积分，反之则扣除1个积分
  + 玩家如果全部回答正确，奖励2个积分，并且可以多前进2步
  + 如果玩家抽到的问题全部回答错误，则惩罚该玩家暂停下一轮的掷骰子。
* 获胜条件：
  + Case1：积分最多的玩家直接胜出(即此时不考虑投掷骰子的次数)。
  + Case2：玩家最终积分相同时，投掷骰子次数最少的玩家胜出。