**Bathini Monish Kamal**

**Term Project Proposals**

**Proposal 1**

**AIM**: To design the "Harry Potter: Wizarding Quest" board game which aims to create an engaging and immersive gaming experience set in the magical world of Harry Potter. The game combines elements of strategy, adventure, and magic, allowing players to take on the roles of iconic characters as they embark on a quest to collect magical artifacts and earn house points.

**Explanation**:

In this Harry Potter-inspired game, players immerse themselves in the wizarding world, taking on the roles of their favorite characters such as Harry, Hermione, and Ron. The game is played on a compact board featuring iconic locations like Hogwarts, Diagon Alley, and the Forbidden Forest. Players use cards cast spells, face challenges, and collect magical artifacts on their quest for house points. The objective is to accumulate the most house points by the end of the game to claim the title of the most skilled wizard.

Each player begins with a character piece placed at a starting location, and they take turns rolling dice. On their turn, a player can use the dice results to move their character to an adjacent location, cast spells to overcome challenges or hinder opponents, attempt to collect magical artifacts, or complete quests for house points. Quests involve rolling specific combinations of dice numbers, which can be related to challenges from the Harry Potter series, such as dueling a dragon or solving a riddle.

The game continues until a predetermined number of rounds or until a player accumulates a specific house points target. House points are earned by successfully completing quests and collecting magical artifacts. The player who reaches the house points target or has the most house points when the game concludes wins, becoming the ultimate wizard in the Wizarding World of Harry Potter. This dice-driven adventure combines strategy, luck, and the enchanting elements of the Harry Potter universe to create an engaging and accessible board game experience for all ages.