Main requirements

1. The game is played in the console.
2. The game should represent simplified form of challenges (e.g., technical, logistical, financial) for the lunar mission.
3. Text interface is used to communicate with the players.
4. Simple game layout should be produced separately.
5. Menu is displayed when game is launched with various options.
6. The game has 2-4 players (first player decides how many players).
7. All players enter a name which is stored for the duration of the game.
   1. The game should have validation such that multiple players cannot enter the same name.
8. When a player passes the “start” square they are assigned a set balance of resources.
   1. This increases every time they pass “start” or accept “rent” off another player.
   2. This decreases every time they purchase an element, have a rent payment deducted from their balance, or when they develop an element of a system they own.
9. Each player takes a turn, with the order of players dictated by the order in which they enter their names.
   1. Player “throws” two six-sided dice.
   2. The player is told what square they land on, with appropriate description.
   3. If the square is open and is an element, they have the option to buy it.
      1. If the current player chooses **not** to buy it the player may offer the purchase to another player of their choosing.
   4. If the square is owned, the owner of the square can choose whether to accept “rent” payment.
      1. Rent value for an element is determined by the level of development.
   5. If the current player owns a complete system, they can choose to develop any elements within that system during their turn, regardless of where on the board they’re positioned.
   6. Three developments equal a major development.
   7. The current player may have the option to trade any of their owned elements with another player of their choosing.
   8. The player chooses to end their turn.
   9. The player may have the option of displaying their current resources and elements owned (with current level of development displayed).
   10. The player may have the option to quit the game during their turn, ending the game for all players.
10. Each player turn is repeated until the game is over.
11. There are four “systems”.
    1. Two consisting of 3 elements (adjacent squares).
    2. Two consisting of 2 elements (adjacent squares).
       1. One of these systems is the most expensive to buy and develop the other is the cheapest.
12. There is a “blank” square where nothing happens.
13. A player may develop one element fully before developing the others.
14. There are a total of 12 squares.
15. When all systems are fully developed an epilogue detailing the successful launch of Artemis is displayed.
16. If an enforced rent payment results in a player having a negative level of resources, the game will end for all players
17. When the game is finished the state of play is displayed.

Optional extra functionality

1. The game may be played using a Text-To-Speech interface as an option before starting a new game.
2. Analogous to Monopoly Chance/Community Chest cards, a ‘Random Event’ system may be implemented to have random events occur, with associated reward/fine for a randomly selected player.
3. The game should be able to save state, such that the game can be restored in the event of an unexpected exit of the software.
4. Players should be able to optionally save the game state during their turn
5. The player may have the option of displaying a graphical representation of the game board during their turn.