

# Software Engineering II: Red Monopoly

## Identity

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**Project name:** Red Monopoly



**Logo:**

**Slogan/motto:** "A Great Way to Build Comradeship!"

## Setting up

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Results lead: Aleksandr

People lead: Rodrigo

Process lead: Helgi and Zheng

## Members

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-mbti role <https://www.16personalities.com>

-personal strengths + personal areas of growth

-interesting fact or identifying sentence

-avatar

**Name:**

Zheng Li Fu

**NSWE:**

West

**MBTI:**

ENTP-A

**Personal strengths:**

Adaptable, resourceful

**Interesting fact:****Github:**

<https://github.com/ZLF369>

**Avatar:****Name:**

Helgi Freyr Davíðsson

**NSWE:**

West

**Mbti role:**

undefined

**Personal strengths:**

Planning, project design

**Interesting fact:**

I am never cold

**Github:**

[github.com/helgarfri](https://github.com/helgarfri)

**Name:**

Aleksandr Gordeev

**NSWE:**

East

**Mbti role:**

INTP-A

**Personal strengths:**

Analytical thinking, curiosity, persistence

**Github:**

<https://github.com/algordeev>

**Name:**

Rodrigo Fernandez Gimeno

**NSWE:**

South

**MBTI:**

## Personal Strengths:

### Github:

<https://github.com/rodfito>

# Project Definition

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### -Quick simple description (one liner)

Own the USSR with strategic moves, historical twists, and satirical fun in this Soviet-themed Monopoly.

### -Why is it appealing?

1. Historical Twist: It offers a fresh take on the classic game by incorporating significant historical events and figures from the Soviet era.
2. Educational Value: Players can learn about the USSR's history and economics in a fun, interactive way.
3. Strategic Gameplay: The game introduces new mechanics like resource management and economic collapse events, adding depth and complexity.
4. Humor and Satire: The incorporation of humorous and satirical elements makes the game entertaining and light-hearted.
5. Nostalgia: For those who have a nostalgic interest in Soviet-era culture and aesthetics, the game offers a trip down memory lane.

### -Target audience:

Board Game Fans, History Lovers and Teachers, Families, Students, Retro Fans, Weird Communists. Age: 10+

### -Features:

#### ### Game Board and Properties

- Cities & Landmarks: Replace traditional properties with major Soviet cities (Moscow, Leningrad, Kiev) and famous landmarks (Red Square, the Kremlin, Lenin's Mausoleum).
- Republics: Each color set could represent different Soviet republics (e.g., Baltic States, Central Asian Republics).
- Industrial & Agricultural Sites: Instead of railroads and utilities, use industrial complexes (factories, mines) and collective farms (kolkhozes, sovkhozes).

#### ### Currency and Resources

- Roubles and Vouchers: Replace Monopoly money with Soviet roubles and special vouchers that were used during the Perestroika period.
- Resource Tokens: Introduce resource tokens like coal, steel, grain, and oil that players can trade or use to develop properties.

#### ### Fun Cards (Chance & Community Chest Alternatives)

- Perestroika Perks: Cards with benefits from Gorbachev's policies (e.g., "Your business thrives due to new economic policies, collect 200 roubles").
- Politburo Decisions: These cards could involve unexpected events (e.g., "Summoned to a Politburo meeting, miss two turns", or "Receive a state award, collect 50 roubles").

#### ### Unique Game Mechanics

- Economic Collapse Events: Introduce events that reflect the instability and collapse of the USSR (e.g., hyperinflation events that devalue money, or resource shortages affecting property development).
- Spy & Propaganda Missions: Players could draw cards that involve espionage or spreading propaganda to influence other players' positions on the board.

#### ### Themed Player Tokens

- Historical Figures: Players can choose tokens representing notable Soviet figures (Lenin, Stalin, Gorbachev, etc.).
- Iconic Items: Other tokens could include a hammer and sickle, a Soviet tank, a Sputnik satellite, and a Matryoshka doll.

#### ### Endgame Scenario

- Collapse Simulation: To win, players must strategically navigate the collapse, maintaining stability in their assets while others lose theirs due to the economic meltdown.

# Organisation

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**How will the group overcome the group weaknesses or biases, found when reviewing each member? (e.g. maybe a group doesn't have a North role person with initiative; or maybe several people are shy/introverted)**

As our group doesn't have any North person, we will collectively make an effort to step out of our comfort zone and ensure the project goes smoothly. To address this, we will establish clear goals and deadlines to keep everyone on track, and designate rotating leadership roles to share responsibilities and foster initiative. Additionally, we will encourage open communication and create a supportive environment where every member feels comfortable contributing ideas, regardless of their natural tendencies. This approach will help us balance our strengths and overcome any potential biases or weaknesses as a team.

## **Team building activity:**

Avila-Salamanca trip all together



