

**COMP30050 Software Engineering Project**

**Interim Report 2017/18**.

**“A creative variant on an old reliable”**

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**Introduction**

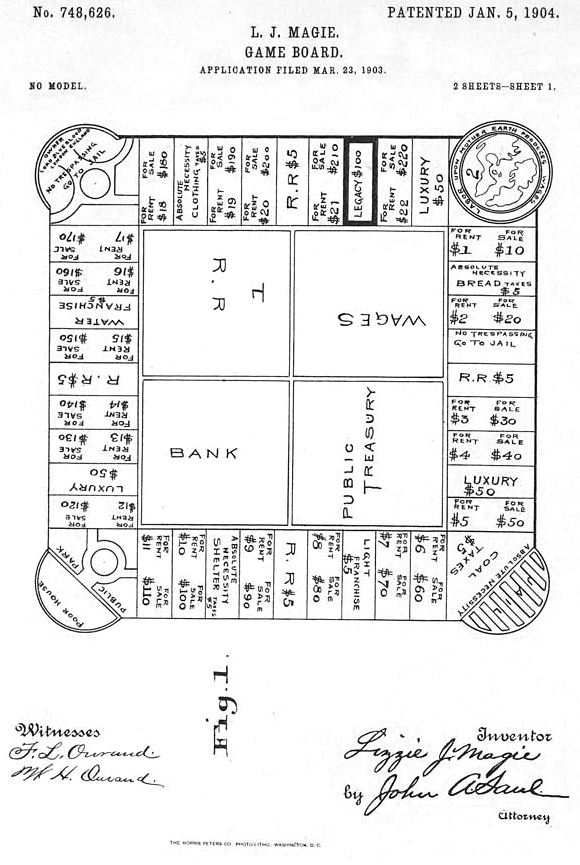
**“Competition is always a good thing. It forces us to do our best. A monopoly renders people complacent and satisfied with mediocrity.” - *Nancy Pearcey***

Monopoly is a game where players roll two six-sided dice to move around the game board buying and trading properties, and develop them with houses and hotels. Players can collect rent from their opponents, with the aim of the game being driving said opponents into bankruptcy. The game has numerous house rules and multiple editions exist; Monopoly has since become a part of international pop culture, having been “locally licensed in more than 103 countries and printed in more than thirty-seven languages.”[1]

The history of Monopoly can be traced back to 1903, when American anti-monopolist Elizabeth Magie designed a game in the hopes of explaining the evils of capitalism through a focus of the detrimental effects of concentrating land in private monopolies, as well as the single tax theory of Henry George. Magie’s original version, pictured overleaf, was originally billed as ‘*The Landlord’s Game’* was self-published, beginning in 1906.

According to an interview in 1902 by the Single Tax Review, Magie stated that her idea is “a practical demonstration of the present system of land-grabbing with all it’s usual outcomes and consequences. It might well have been called the ‘Game of Life’, as it contains all the elements of success and failure in the real world, and the object is the same as the human race in general seems to have i.e., the accumulation of wealth.”[2]

It is interesting to note that her role as the game’s inventor was not discovered until 1973, when Ralph Anspach, an economics professor, uncovered Magie’s patents during a decade long legal battle with Parker Brothers over his own creation of an Anti-Monopoly game.[3]



# MATERIALS

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# PROCEDURE

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# CONCLUSION

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# REFERENCES

1. https://en.wikipedia.org/wiki/Monopoly\_(game)
2. http://lvtfan.typepad.com/lvtfans\_blog/2011/01/lizzie-magie-1902-commentary-the-landlords-game.html
3. https://www.nytimes.com/2015/02/15/business/behind-monopoly-an-inventor-who-didnt-pass-go.html
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