**Team P Iteration 1 Project Proposal: Universolpoly of Calgary**

For our team project, we chose to make a board game (category B) that is heavily inspired by the classic board game, Monopoly. We chose to make a modified version that parallels university life, replacing property with courses, players with students, colours with faculties, and houses/hotels with varying degrees. Parking will now be paid instead of free, and jail will be replaced with probation, in which the user gets stuck for 3 turns and must pay a fee every turn for landing on it. Functionally, however, the game will operate in the same way as Monopoly.

The user interface, both text-based and graphical, will involve a 20-tile square board, with three courses of the same faculty per side, one Chance/Community tile, and the four standard corner tiles. The user will start every turn by rolling a dice, which will move their player model forward that many tiles, and they will then be presented with the pertinent options of that tile. For example, if they land on a course tile that is unowned, then they will have the option to purchase that course. If the course is already owned, then they must pay a tutorial fee to the owner, based on the specifications of that course. Landing on a Chance/Community tile will give the user the respective card. The contents of the card **HAVE** been decided, and these cards **WILL** be included in the first iteration of the game. The game will allow 2 to 4 students, and the students will all start with a pre-defined amount of money, which is $1000. With the accumulation of courses and upgrades, each student will attempt to bankrupt their competitors, and the last player who is not bankrupt is the winner, at which the point the game finishes. Bankruptcy is defined as a point where a student has insufficient assets, that is, money and courses to sell, to pay for an expense.

Due to the nature of the game, the user will not have the ability to make any illegal moves, since they will be limited to choose from the available options. Turns will be decided cyclically (i.e. Student 1, then 2, then 3, then 4, then back to 1, for example). The computer will also be another student player, and they will use an algorithm that buys property if they have sufficient money and already own courses that correspond to the same major, as this a strategy that most human players employ as well when they play. The computer will not be added as a feature for iteration 1, but will be included in iteration 2.

This game will serve as a much faster-paced alternative to Monopoly, with a low starting amount of money, high tutorial fees, and large punishments for probation and parking. Resultantly, students can play multiple games in one sitting, which means that a few unlucky rolls will not ruin their entire session; rather, they can quickly finish that game and start another.