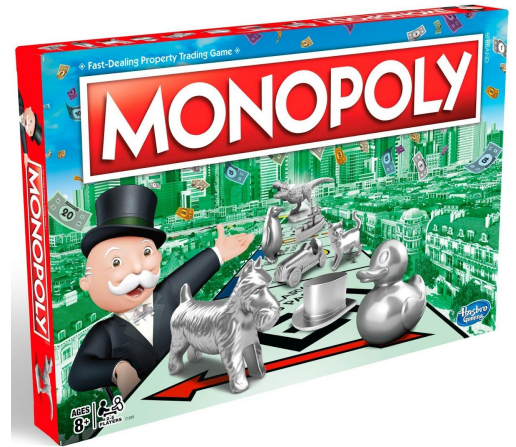


Introduction

We will implement the “*Monopoly Classic*” game. Game rules will be taken from the [official Monopoly website](#). We intend to develop a server-client architecture where multiple clients will connect to a single server and the server will handle clients’ game commands. In addition to online gameplay, we are planning to implement offline gameplay over local networks. Our game will use the official copyrighted assets. The detailed feature list is given below. Please also note that the feature list is subject to change due to time restrictions.



Definite Feature List

- Multiplayer gameplay using server-client architecture
- Being able to play on the same local network regardless of internet connection
- Being able to play on the same machine with multiple players
- Server side game calculations and functionality with instructions and result visuals handled client side
- Text chat between players
- Automatically connecting to available servers with a matchmaking system

Preferred Extra Features List

- Video chat
- Voice chat
- Serialization for game saving and loading
- AI players
- Web client front end
- Personalized player accounts saved in a database
- Ranked matchmaking system depending on win/loss ratio