

1. Gameplay requirements (minimum):

1. Your game must have a consistent theme. What will it be?
 1. Our theme will be similar to SOC, there are resources distributed on a board that players starting in opposite corners will compete for by building out from their starting location.
2. You must have at least **3** different types of resource. What are they?
 1. The initial plan is for wood (used to build houses), stone (used to build walls) and money (generated by your houses, this allow you to win the game)
3. Players must be able to acquire resources. How?
 1. Building a house on a tile will allow you to utilize the resource on that tile.
 2. You can also steal a tile from an opponent with your “robber” token who you can move one square every turn
4. You must have at least **2** different buildings/structures. What are they?
 1. House – this generates \$10 per turn and allows you to use the resources on the tile you built on.
 2. Wall – a wall occupies a square but does not generate any resources. Enemy robbers cannot move through walls
5. You must have at least **1** other mechanic (cards, a robber, trading, etc). What is it?
 1. Each player may purchase a robber token for \$100 who can move around the board, converting a house they come in contact with. If you move your robber onto the enemy robber, they are defeated.
6. Your interface must be legible. What kind do you plan?
 1. This *must* be a graphical UI.
 2. You must produce a low-fidelity prototype and conduct user testing. The game should be easily playable.
7. Your game must be multiplayer. How many players?
 1. 2 players
8. The computer must be able to control any number of the players (including all players). What is the basic computer strategy?
 1. The computer will build from its starting location and if the player is within \$300 of winning the game it will try and purchase a robber.
9. Your game must have well-defined begin and end states. What are they?
 1. Each player starts with \$0, 10 wood, 10 stone
10. Your board must not always be the same. How will you generate your board? What will it look like?
 1. It will be a large grid, maybe 40x40, randomly generated resources on each tile
11. (Do you have any other features that you are hoping to incorporate?)
 1. Not at this time
12. What do you planned to have completed for Checkpoint 1? This should be a detailed list.

We would like to have the UI completed, and a fully generated game board. Some user interaction (maybe a single player) or some way to generate game states to test the game.