**Team P Iteration 3 Project Description: 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 game will allow 2 to 4 students, and the students will all start with a pre-defined amount of money, which is $1000. The computer will also be another student player, and they will use an algorithm that buys property if they have sufficient money and upgrades the faculty if they already have all the courses in the major, as this a strategy that most human players employ as well when they play.

The user interface, both graphical and text-based, will involve a 20-tile square board, with three courses of the same faculty per side, one Chance/Community tile, and four corner tiles: Go, Probation, and two Parking tiles. The game will begin by prompting the user if they want to play the text-based or graphical-based version, and the corresponding game will run.

The user(students) 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 (through dialog boxes). 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. Owning a tile or landing on a Chance/Community tile will give the user the respective faculty card (Visual of card will be included in iteration 3). The game continues on, alternating turns through the dialog boxes until the game is over.