

CS319 PROJECT DESIGN REPORT

Monopoly Bidding War

- Each side of the square board is divided into 10 small rectangles representing specific properties, railroads, utilities, a jail, and various other places and events.
- The computer will play the role of the banker.
- The game is played with 4 players online.
- Players roll a dice to determine which square they will land on.
- Each square either has a property or a utility.
- Pop-up screen on each square landing to notify the player about that square.
- Trading screen between two players that allows them to trade various things like money, passed upon rents, properties, chance cards, etc.
- Inventory for the cards that the player drew or his/her properties.
- The theme is Monopoly Bidding War where every player can place a bid on a square landed by any player.
- The player who initially landed on that square will have an additional bidding chance.
- Players will not see each other bets until the bidding is closed and the owner of property is decided.
- Each player will have a veto/reserve chance for each turn, where he can use so that the square s/he landed on won't be bidded upon.
- The player who reserves a square can't buy any other property until s/he buys the property s/he reserved.
- Player can remove his/her reserve on a square at any time, but if so that square is now open for bidding and the player that used to reserve that square can't participate in the bidding.
- Every time a player passes over start its reserved chance gets back up to one.
- A player can sell its properties to the bank or start a bidding war on them.
- If a player has all the properties with the same colour, there will be an option for him/her to buy houses in order to higher the rent price. All the places have their unique house prices. Players are not allowed to buy more than 3 houses.
- When a player buys more than one house in a turn, every extra house will cost %10 higher than the price of the previous house. At the end of the turn the house price will be resetted.

- Players can build a hotel in return for 3 houses. The hotel will higher the rent price. All the places have their unique hotel prices. Players are not allowed to build more than one hotel for any one property.
- The game ends where only one player has money.

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