* Intro screen
  + Start,
  + Number of players (max. 4)
  + Choose the tokens (out of 8)
    - Once you choose can’t choose again
  + Class - Bank accounts for each = ~~M~~1500
  + Start roll
* The game
  + Interface (00:45 timer on turn)
    - Roll dice
      * Needs to be two variables and add for “the dice probability” effect
    - Trade (2 minutes excluding)
    - End turn
    - Check account
      * Properties owned
        + Property improvements – houses/hotels (SFX?)

Display rent card

* + - * Money
      * (trade info if possible)
      * Mortgaged stuffs
    - Quit game – goes back to interface
  + Dice roll SFX – button/mouse
    - Sound and display on double
  + Token movement - auto
  + Buying Properties
    - account – List
    - Rent on already occupied – pop up money
      * Exclude owned properties
    - Auction option
  + Trade b/w classes
    - Select icon – instantly adds/remove toggle
    - Money, properties, SME points, get out of jail card
      * Money - meter
      * Display property card
      * Selection
    - Display trade box
    - Counter trade – a loop till yes
    - Thumbs up/down a trade and return back (if time is there)
  + Chance and community chest –classic cards + custom made cards – game
    - The scratch lottery game
    - The battleship thingy with coins
    - The coin game
      * Time 30s
      * 3-4 coins falling every 2 seconds
      * Max = 80-100
      * A bonus for every 4 coins – worth 3 coins
      * Coins x2 = money
  + Taxes go to bank
  + Free Parking – luxury tax pool
  + Jail
    - 50 bucks to leave
    - 2 times max - 20 to escape/puzzle game
      * The coin game with a limit – 50
      * The battleship thingy with keys
    - display double rolls
  + Bankruptcy and mortgaging
    - Display “don’t have enough money”
    - Declare bankruptcy option
      * Give your money to the bank
      * Share with other players
    - “GAME OVER”
  + Property cards and ownings display
  + Railroads become teleports
  + Utilities become Super Mumbo Epic points- SME points – trade points for advantages
    - Choose only one option
      * Point count warning / no points
    - 3 points - Increase 5% rents on all owned properties for the next 5 turns
    - 3 points - Pay 5% less rent for the next 5 turns
    - 5 points - Hotel to gold hotel – 20% rent increase
    - Money proportional to number of points – 1 : $200
  + End of game (mercy rules)
    - 3 sets of properties
    - $8500
    - otherwise when everyone is bankrupt
    - displays stats after the game
      * properties
      * money
      * houses
      * total assets
      * rank / bankrupt

Bank system

Property list, mortgaged property list, unowned

Check account

Chance and community chest money and taxes and custom games and jail money

Free parking money account

* Properties owned
* Property improvements – houses/hotels (SFX?)
  + Display rent card
    - Money
    - (trade info if possible)
    - Mortgaged stuffs

Player class

1. Roll dice function

Land on a square:

* Property
  + Unowned
  + Buy
  + Auction
  + Pay rent
* Community chest and chance
* Just visiting / jail
* Railroads (TELEPORT)
* Utility – points
* Free parking, taxes
* Passing or landing GO

Trade

Checks the bank

Ends turn

Quits game



**Welcome to the Super Mumbo Epic**

The MONOPOLY name and logos are trademarks of Hasbro and published by Hasbro, Parker Brothers and Waddingtons. The distinctive design of the game board, the four corner squares, the MR. MONOPOLY name and character, as well as each of the distinctive elements of the board and playing pieces, are trademarks of Hasbro, Inc. for its property trading game and game equipment. We do not own any of the original MONOPOLY elements. This theme is part of this group project by Anand Koonath, Praveena Ramalingam and Vineet Jiji Cherian and in no means is reproduced or used for any other purposes than educational.

Created using Python, and Pygame and EzText modules.

Pictures of the elements of MONOPOLY obtained from Google images. Editing done using Paint, MS Word and PicMonkey.

***Created by Anand Koonath, Praveena Ramalingam and Vineet Jiji Cherian of Class of 2016 of Al Khor International School.***

[Copyright of theme MONOPOLY ©1935, 2015 Hasbro, Pawtucket, RI 02862. All Rights Reserved.]



**Next**

**Previous**

**How to Play?**

**About the project**

**Auction**

**Buy**



**Yes, Exit to main menu**

**Yes, restart game**

**No, keep playing**

SFX

* When a card appears \*kaching\*
* House \*building sounds or something like hammer and nail\*
* Dice \*dice rolling\*
* SME \*bling\*
* Teleport \*swoosh like thing\*
* Lottery/mini games \*money money money\*