OneMany Grading Level Requirements

## D

1. use random function for rolling dice

14. pay $75 to bank on Luxury tax

16a. Implement payment for passing GO

15a. pay $200 on Income Tax

7. pay regular rent

## C

2. doubles gains user extra turn

4a. If user has enough money, buy unowned property

10. store rents/houses/hotel amount info

12b. +/- $75 for landing on card (chose positive/negative randomly)

13a. doubles frees you from jail, move that many, NO EXTRA TURN

21. Implement logging in system to allow user to only play when it's their turn

25. store prop cost/mortgage amounts

29a. Number of players set to be number of users at game start if no game exists.

## B

3. Three doubles in a row throws user in jail (no GO money)

4b. ASK user to buy any unowned property they land on

5. do the actual buying if they said 'yes' (end turn)

9. pay houses/hotel amount

12a. action based on card (DB to be given to you for this purpose)

13b. pay $50 before roll to exit

17. Implement appropriate bankruptcy procedure (move icon off of board? no more turns?)

18. Implement checking to see if someone has won (last person standing)

23. Buy houses/hotels before roll

29b. Allow number of players/which player to be selected at game start.

## A

8. pay double rent if they own the whole monopoly

11. utility and railroad cost (based on number of props owned by owner of property landed on)

13c. [A] use get out of jail free card

15b. ask user to pay $200 or 10% of total worth (DO NOT SHOW THEM THIS 10%, but CALCULATE IT WHEN THEY DECIDE)

16b. [A] Implement non-payment of GO money in certain circumstances

19. Implement ability for user to quit

24. Implement selling (houses)/mortgaging (props) to pay debts instead of straight bankruptcy

26. unmortgaging at 110%

27. Transfering property to correct entity on player bankruptcy

## A+ (A for the class as a whole)

6. Auction property if they said 'no' (must figure out how to do so)

20. Implement trading

22. Implement logging in system addition to allow multiple SEPARATE GAMES and CHOICE OF GAME TO LOOK AT

28. Mortgage transferring fee (see above)

29c. Implement ‘New Game’ function to start new game.

29d. Implement ‘Join Game’ function to join new (un-started) game.

29e. Implement creating user function to BEGIN game. Disable Join Game function for this game.

## Just for fun

\*\*\*These are not requirements for any level, but are good additions. These are basically the ‘house rules’ \*\*\*

Use a configuration file to set these options site-wide.

### Landing on GO gets you $500

LandOnGoNets500 – Default is OFF

### All money paid by result of a landing on a space (not buying/mortgaging property), goes into a pot. Landing on Free Parking gets you everything in the pot

FreeParkingFreeMoney – Default is OFF

### Put this amount of money in the pot every time it’s emptied (including to start the game)

FreeParkingSeedMoney – Default is 0

### Set auctioning on/off

PropertyAuctions – Default is OFF

### Set trading on or off

TradingAllowed – Default is OFF

### Allowing building houses/hotels unevenly (rules require that no property can have the equivalent of more than one house on it than any other of the same color group. IE if New York only has one house, neither Tennessee nor St. James can have more than 2 houses).

UnevenImprovements – Default is OFF