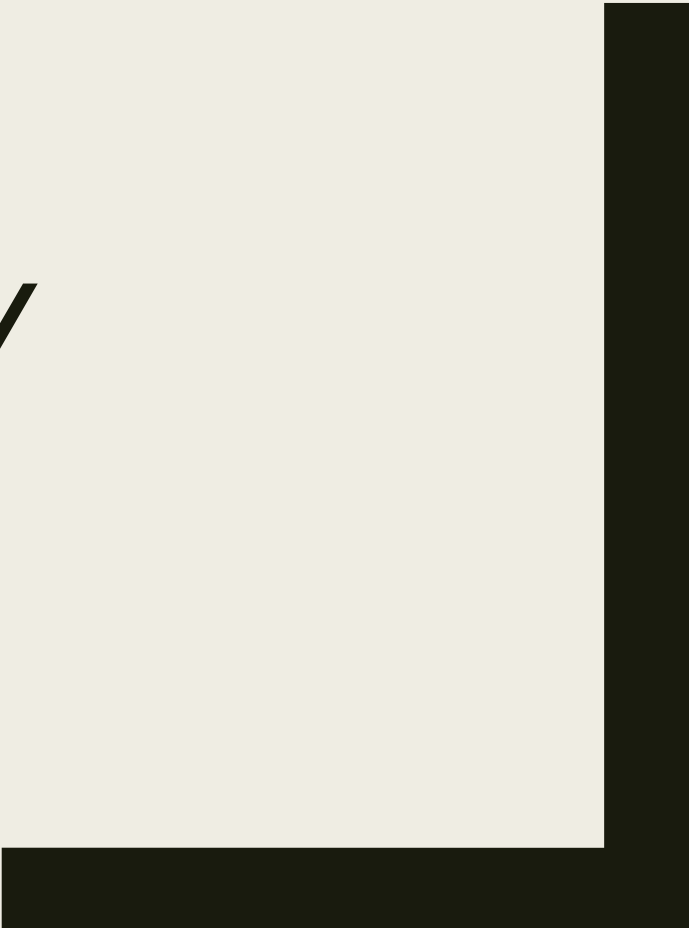






MONOPOLY

Team: COMMIT-M
Hafiz Hassan Farid
Syed Ali Raza

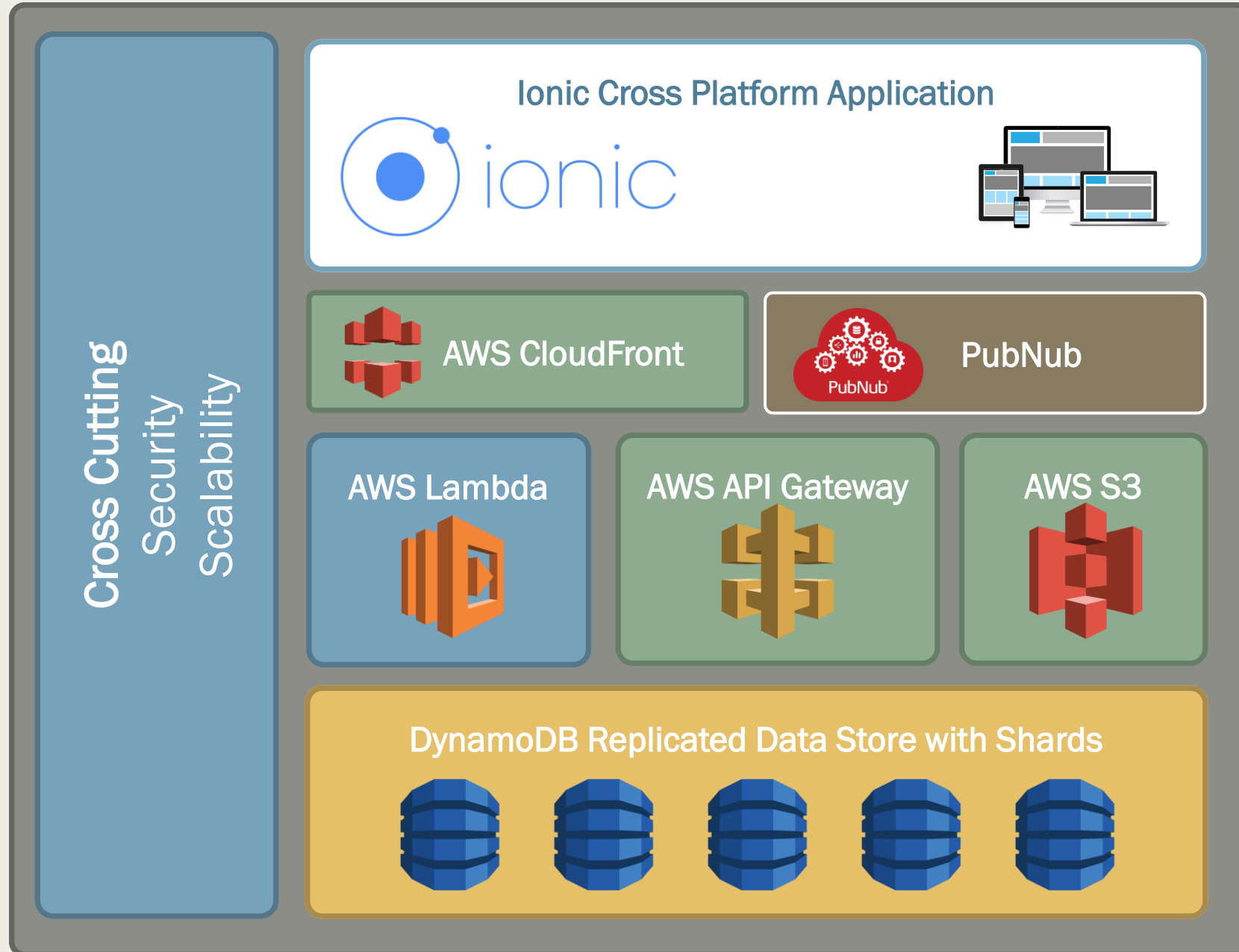


Broad View – Problem Understanding

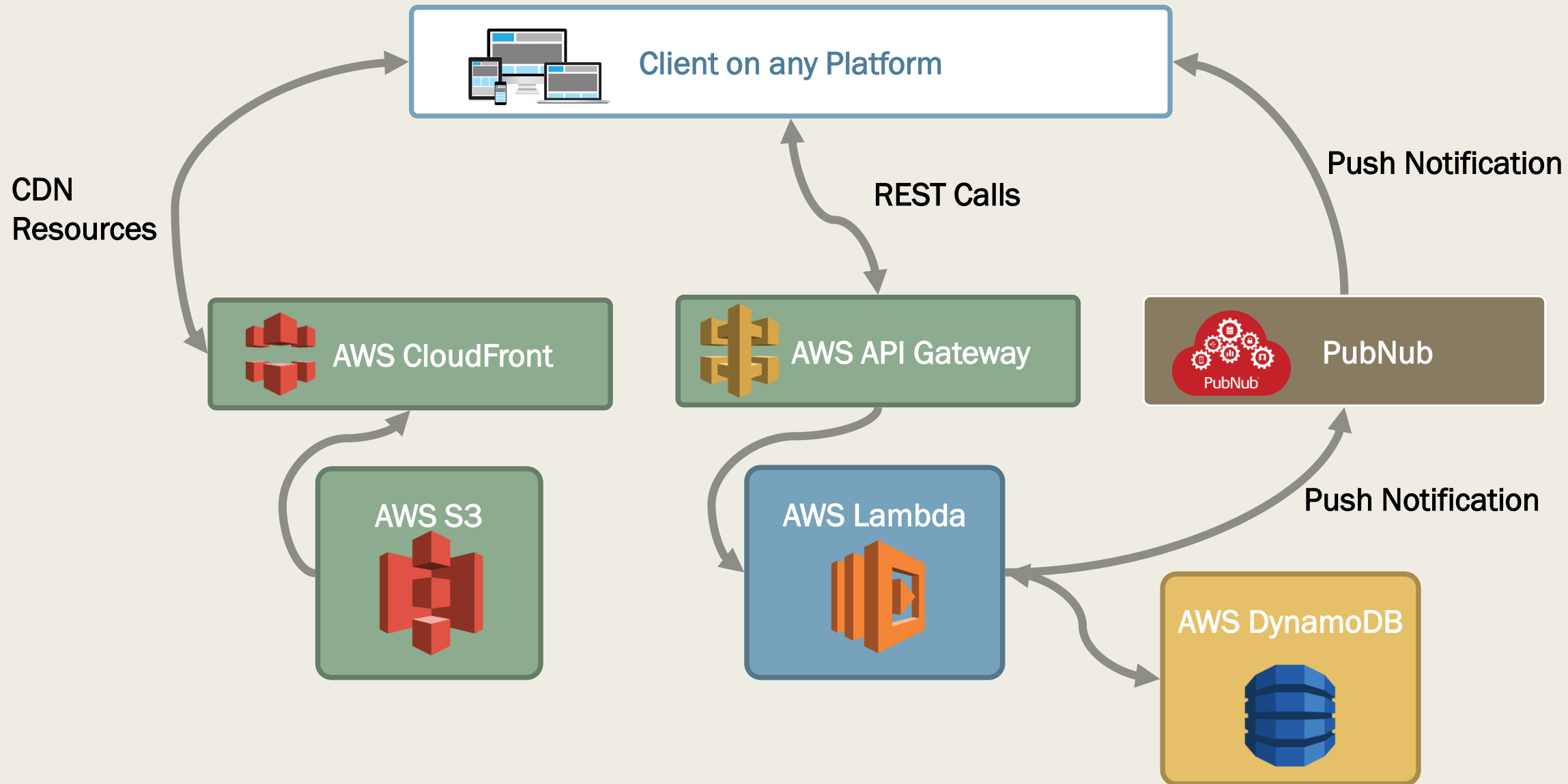
- MMO – Massively Multiplayer Online 
- Built as Framework, not just a single game
- Social Integration – User engagement and Onboarding 
- Cross Platform User Reachability



Tools & Resources



Communication Architecture



Security Considerations

- Network
 - *HTTPS*
- Platform / Tools – HIPAA Compliance
 - *AWS*
 - *PubNub*
- Application Logic
 - *Separation of Concern*
 - *Secure by Architecture*
 - *AES Encryption*

Future Enhancements

- Complete gameplay scenarios
- Add more turn based board games – built as Framework, not just a single game
- User Stats
 - Points redeem for
 - Recommendation Cards
 - Merchandise
- AI User for Practice - when you are alone
- Tournaments / Chat Rooms
- Clans
- Recommendations on move - Paid Item (Monetization)

Lets see it in action!