

Requirements

Genre of Game:

- Board Game similar to Monopoly

Platforms:

- Tablet(Mobile)

Players:

- 2 players - 6 players

Session features:

- Having an account is required to begin a session, resume a session, or join a session.
- A game session will last until one player wins, so a session can last indefinitely.

Game features:

- From a random or player specified zip code, the board game will display real-time properties(housing and commercial), street names, and avenue names.
- More expensive property will be available turns the end of the board.

Gameplay features:

- **Bank:** will be AI/CPU controlled to manage loans to players and purchasing of player led property sales.
- **Mortgages:** players will be able to mortgage homes.
- **Purchases:** players will be able to purchase properties for sale and purchase properties that were lost.
- **Loans:** Players will be able to take out loans from the bank.
- **Jail:** Players will have a chance to be set back to a certain point in the boardgame in order to pay a random fine
- **Railroads:** Will be random utility companies that players can buy, and the more the player owns the more rent the player can collect from others.
- **Free Parking:** A tile where the player who lands there receives all the money from paid fines.

Rules:

- Property ownership limitations:
 - Only 4 house maybe owned by one player. (Max upgrade level is 4)
 - No limit on commercial real estate. (Max upgrade level is 4)
- Setup prior to first turn
 - All player's order will be randomly decided.
 - All players will receive a set amount of funds
 - Player's amount of moves are decided by dice rolls, which will be done for every turn.
- Player's turn
 - [Mandatory]**
 - Players will have to pay their mortgage.
 - Players will forfeit their property to the bank if they can't pay their property's mortgage for that turn.
 - Players will have to pay rent if they land on another player's property
 - Players will have to go back to the "Jail" tile and pay a fine if they land on a "Go to Jail" tile.
 - Players will receive money for landing on the "Free Parking" tile, the money will be from all paid fines or x amount if there are no fines paid so far.
 - Players will lose if they have no properties and insufficient funds to make any decisions.
 - Players will have to roll the dice after they have done what they wanted and haven't loss.
 - [Optional]**
 - Players can purchase or mortgage properties if the player has sufficient funds.
 - Players can sell off property to the bank.
 - Players who lands on an owned property can offer to buy that property or swap properties.
- Ending the game
 - The game will end if one player remains since all other players would have lost to bankruptcy.