**IPT101**

Economic Structure

Members (indicate full name – designated role):

1. Intia, Daneil Jauze P. – Artist

2. Lareza, Joram M. – Foley

3. Mahinay, Joshua T. – Designer

4. Tolentino, Sean Emmanuel A. – Programmer

**Figure 1: Path Points Graph**

The “Profession Rivals” has different technics on how to become the king of the hill or the one who reach the top spot in the game. The main source to do that is to collect advance cards and protect cards. Player 1 reaches the top spot and finish the 15 path points in turn 16, Player 2 reach 9 path points in turn 16, Player 3 reach 6 path points in turn 16, and Player 4 reach 10 path points in turn 16. In conclusion, the player who reach the top spot and become the king of the hill is Player 1 or the accountant.

**Figure 2: Card Used Graph**

This graph presents the number of cards does the user use each turn. There are a lot of ways on how many of card you can use up to cards (advance card only) each turn. In conclusion, Player 3 or the Game Developers has the most card deploy reaching the 4 cards using his/her skill cards.

**Figure 3: Time Graph**

This graph represent on how many path points does the player get in every 5 mins until the game finish. In conclusion, the game end when player 1 reach the top spot and become the king of the hill in the time limit of 38 mins.