

In our project we chose Risk to implement. Basically Risk is a strategy game where each player chooses areas on the world map to rule and places his/her army as he/she wants. Later on at each turn the player obtains a number of extra soldiers depending on the number of the region conquered. There are several conditions where the player can obtain more soldiers. For example if the player conquers a whole continent he/she will have extra soldiers in the beginning of the turn depending on the extra points the continent provides. There are also cards that a player can collect by conquering a new region during his/her turn. If there are three of a kind of the cards or one from each section which are (soldier türleri) footsoldier(?), cavalry and artillery the player obtains bonus soldiers. Each turn starts by the player putting the soldiers obtained from the round on one of the regions that he/she is ruling and the player loses if he/she has no region left.

To conquer a region, a player attacks another player's region. When a player attacks a region a battle occurs between the player who attacked and the player who owns the region. In this part of the game dice are used. Maximum number of dice rolls for the attacker is three and for the defender is two. If the attacker has less than 4 soldiers he/she can roll the dice two times or only once according to the number of soldiers. If the defender has less than two soldiers he/she can only roll the dice once. Player loses troops if the opponent has a better roll. In case of a tie of dice, the defender wins the battle.

One of the extra features might be the 'Capital Mode' where every player has a capital (player chooses his/her capital when putting his/her first troops on the map). The purpose of this mode is to conquer all the capitals, not all the regions. Also capitals have a bonus, having a capital provides +2 troops for each round. Besides, capitals are hard to conquer. If a capital is under attack by other player, defending side (capital) rolls 3 dice (whereas normally defending side rolls 2 dice)

Another extra feature could be implementing a new type of soldiers with different abilities. An example for this new abilities could be a soldier that can skip through a piece of land and attack the land next to it. The addition of these soldiers would create new ways of attacking and pinching opponents and would make way for new strategies. So in essence it would change the whole gameplay. If this mechanic proves to be game breaking. The skipping soldiers could be converted to an air strike ability that can be unlocked once per game.

One last addition can be special regions on the map. For example Italy can be a special region for religion and there could be several types of special regions. The player ruling all of the same type of regions can obtain a reward. The reward can be a number of free soldiers or maybe a one time use ability. This could also add a new way of playing other than conquering continents.