

## Final Project Proposal

## Risk

At the core, this will be a recreation of RISK. A brief rundown of the rules of the game is that every player (2 to 6) gets distributed ownership of countries and some initial troops and attempt to take over the world in turn (the world is the board map). Each player's turn consists of three phases: reinforce, attack, fortify. In reinforcements phase, the person going gets a certain number of troops to place down on countries they own. On attack, the person can attack countries adjacent to ones owned. The battle mechanism proceeds by dice rolling and a set of simple rules. Fortify goes by as one troop transfer for a person from one of countries to another. Additionally, at the end of every turn, if the player has conquered any country that turn, they get a card. These cards can be saved and traded in for additional reinforcements during the reinforcements phase.

The interface will be something like the choices below, and the map will be displayed in a similar fashion. We will have a global map and display parts of it at a time. The players can pan the screen or jump to certain continents. (Alternatively, we could use GUI, wink wink). Either way, this should be a decent work around to the map display being too large. When viewing the globe, however, the map won't be detailed. In fact, it may just be cut out and we'll put in an image of the world map with the files.



We do plan on putting in additional features, time permitting, like save functionality, options to change game setup, multipronged attacks, etc.

One final major overhaul to the game might be an actual game play change, since we were never too fond of the all too random battling mechanism. We might change troops to different unique soldiers, with different ranks or battle advantages. The battles, instead of plain die rolls, would involve die roll again but with damage multipliers on an HP.