MEMORANDUM

DATE: Tuesday, January 15, 2013

TO : Mr. Asumu Takikawa, Manager, Acquire Development Team

FROM : Joshua Caron and Jeffrey Wallace, Software Developers

SUBJECT : Acquire.com Development Plan

The first stage in developing Acquire.com will be to create a local working copy of Acquire that takes user input at a single computer, but allows the full functionality of the game. Next, we will expand the working copy to function as a server that manages gameplay via the Internet with human players running a simple default client on separate machines. Following that, we will design an interface between a user's custom player and the server managing the game. Finally, we will design and implement an administration system to manage multiple games on the server and publish statistics about each game and player on the website.

The following are questions we have about the specification of the Acquire gameplay:

- 1. How many players are needed to start a game and what is the maximum number of players allowed?
- 2. How, when, and to whom does a player sell stock?
- 3. When a player is founding a hotel, do all unoccupied vertical and horizontal neighbors become part of the hotel? (i.e. Coloring all unoccupied tiles with the hotel's color?) If not, does the player pick which unoccupied space becomes the hotel?
- 4. What determines the "size" of a hotel chain—the number of tiles painted that color on the board or the value of the stock distributed?
- 5. Is it possible to "unpaint" a tile other than changing the color in a merger?
- 6. Are a player's moves kept secret until his or her turn is over?
- 7. What happens if a player fails to "publicly" announce that all hotels are safe at the end of the game?
- 8. It is stated that there are six hotel chains, but seven are listed. Is this a typo or can only six hotels be in play per game?
- 9. At the end of the game, when the hotels buy back stock, is all the stock bought at the current price or does the value decrement as stock is bought back? If so, in what order are the players chosen to have their stock bought back?