

From the office of Quentin Raffles, Watson Games Ltd.

Q) Amount of players. The game was limited to 6 players as the bank had a finite amount of money, are we following the 6 player maximum rule? If so, would expansion of player quantity limit be something you may look at in the future?

A) We did some thinking on this. The current game has a limit of 6 players imposed by the player tokens. There is no particular reason why it can't be more than 6, but in practice we found that with more than 6, the chances of any player actually winning was too low and made the gameplay boring. So 6 will remain the maximum number of players.

Q) If there is the ability to add more players, could you suggest more player piece objects; further to the hatstand, spoon, etc. Alternatively, we can incorporate a way of adding pieces at any time.

A) Whilst there are no more players, it might be nice if the pieces could be customizable.

Q) Can players trade with each other? Having played the game, we found that without players being able to trade properties for other property of money, the game does not conclude, as it is rare for players to get a whole street.

A) We are thinking about this one, and will send out further guidance at a later date.

Q) Is there no set layout for special tiles like jail, free parking, etc?

A) We are unclear what this question is asking.

Q) What does "Other instructions" mean, when referring to the "Pot luck"/ "opportunity knocks" cards or special board squares? Can we narrow this down, as in order to create the game, we must have this narrowed down to a task, for example "pay", "receive". This information will allow us to give more functionality to new special board squares and "Pot luck"/ "opportunity knocks" cards.

A) See the Action column in the cards spreadsheet.

Q) Is there a starting price for an auction, or does the price begin at 0?

A) The starting price should be £1.

Q) What "Assets" can the bank buy?

A) Any property asset, house or hotel. Get out of jail cards and the tokens have no value.

Q) What happens to a player's assets if they can't pay another player? Are

they mortgaged, then passed on to the player that they owe money?

A) Assets are sold to the bank to raise cash to pay the player. If a player cannot raise enough cash, all the cash proceeds from sale of assets to the bank is paid to the player and the bankrupt player retires from the game.

Q) Is a property that goes back to the bank auctioned or goes back to being for sale when someone lands on the property?

A) The property becomes available for sale when someone next lands on that property.

Q) It states a hotel is worth 4 houses, so can you have two houses with 3 houses and one with a hotel?

A) No, the maximum difference between improvements on one colour group is one house. So you can have a hotel on one, and four houses on the others.

We could have been more clear on this point in the specification. To buy a hotel costs effectively the price of 5 houses. We will update the original specification in respect of this point shortly.

Q) Can we have some more detail as to which fines go to free parking. What money goes to the bank, and what goes to free parking?

A) This information is contained in the Card Data spreadsheet. Under the Action column, it clearly states when money is paid either to the bank or the free parking space.

Q) It says there is a free parking square in the centre of the board, is this along side a free parking square on the playable board (The squares the player will circulate)?

A) In the original game, the fines collected for free parking area placed on a space in the centre of the board. This is in addition to the space on the main board.

Q) Does a player have the option to pay the £50 to get out of jail the second they go to jail, or on the next turn?

A) Yes, they can opt to pay the fine immediately. Their token is then moved to free parking and they move on their next turn.

Q) The specification says "Get out of jail on two turns", do you roll on the third and move along the board or get out on the third?

A) You get out on the third. So your token moves to just visiting and then you make a move as normal on the next turn.

Q) Do you have to use a get out of jail free card?

A) No. But it has no resale value.

Q) . Can you withdraw from the abridged version?

A) A human player may withdraw from either version of the game at any time. If they withdraw for any reason, all their assets are returned to the bank. A player game agent may not retire of its own choosing for any reason whatsoever.

Q) "Fun to play" and "Reflects the spirit and character of the game" are both very ambiguous phrases, do you have some clarity for this either textually or in the form of examples as to what you are requesting with these phrases? If these phrases cannot be reworded, we politely request that they are removed from the specification, to be replaced with with a more suitable outline of the graphics/interface.

A) But these are our requirements! This what we need. That's why we put then in the document. Try asking more specific questions.

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Footnote from Kingsley Sage

The last question is interesting. These requirements are "domain requirements". We will talk more about domain requirements in class this week.